アフタヌーン
KC504

おおきく振りかぶって ⑩

ひぐちアサ

講談社

雑誌 55724-04

ISBN978-4-06-314504-5

C9979 ¥514E (0)

講談社
アフタヌーンKC
定価 本体514円(税別)

不利な戦況になっても
後輩をきちんと指導できないタイさんに
投手・市原はイライラしはじめる。

一方モモカンは、花井にプレッシャーをかけ続けるが!?
花井の覚醒はなされるのか?

埼玉大会3回戦、決着!

CHARACTER PROFILE

(1) Name (2) Birthdate (3) Bloodtype (4) Height/Weight (5) Defensive Position (6) Throwing Arm/Batting Arm (7) School year/Class (7) Family

REIICHI HARADA

①原田玲一
(Harada Reiichi)
②November 11
③A
④168 cm / 63 kg
⑤Second baseman
⑥R/R
⑦Year 2 Class 5
⑧Mother, older sister

MASATO SAWAMURA

①沢村真人
(Sawamura Masato)
②January 17
③O
④173 cm / 63 kg
⑤First baseman
⑥R / R
⑦Year 2 Class 5
⑧Father, mother, younger brother

TORU SUGITA

①杉田 亨
(Sugita Tooru)
②July 10
③O
④162 cm 57 kg
⑤Third baseman
⑥R / R
⑦Year 1 Class 6
⑧Grandmother, father, mother, brother

Cover Design ARTEN

CHARACTER PROFILE

(1) Name (2) Birthdate (3) Bloodtype (4) Height/Weight (5) Defensive Position (6) Throwing Arm/Batting Arm (7) School year/Class (7) Family

MITSUTERU TANAKA

①田中光照
(Tanaka Mitsuteru)
② March 20
③ O
④ 170 cm / 61 kg
⑤ Outfielder
⑥ R / R
⑦ Year 2 Class 3
⑧ Father, mother, younger brother

ATSUSHI FURUSAWA

①古沢　厚
(Furusawa Atsushi)
② April 22
③ A
④ 170 cm / 61 kg
⑤ Outfielder
⑥ R / R
⑦ Year 2 Class 6
⑧ Father, mother, younger sister

RYOICHI KAMIMURA

①上村良一
(Kamimura Ryouichi)
② June 4
③ A
④ 175 cm / 62 kg
⑤ Outfielder
⑥ R / R
⑦ Year 2 Class 3
⑧ Grandfather, grandmother, father, mother, older brother, younger brother

Table of Contents

Chapter 18 ~ The 3rd Round

SAKITAMA'S PITCHER THROWS ONE WITH A REALLY LARGE BREAK
JUST LIKE WHAT WE SAW IN THE VIDEOS, THE COACH'S SCREWBALL IS MUCH SHARPER THAN HIS IS.
BUT IT'S HARD TO HIT IF YOU DON'T KNOW WHETHER IT'S GOING TO FALL OR NOT
SEEING THE RELEASE OF THE BALL IS EASY.
SFX: Ball back!
Ueaaa!
SAKITAMA'S PITCHER MUST TWIST HIS ARM SOME WHEN HE THROWS TO GET SUCH A BIG ACCELERATION ON THAT SCREWBALL
IT'S PROBABLY THANKS TO ALL THAT PRACTICE WE DID THAT HE WAS ABLE TO NOTICE THAT.
SU-YAMA ....

PITCHING LIKE THAT PUTS A LOT OF STRAIN ON THE ELBOW... HE WON'T BE ABLE TO USE IT TOO OFTEN,
BUT THAT'S ALL HE'LL THROW ON THE DECIDING COUNT.
Chapter 18 - The 3rd Round

SFX: Grip
WE WANT TO END IT IN THE NEXT FIVE INNINGS. I DON'T HAVE TIME TO TRY FOR THAT SCREWBALL.
I'LL HIT IT EARLY IN THE COUNT!
AHA, ABE-SAN!
JUST IN TIME! YOUR SON IS UP!
The parking lot is far away isn't it?
rush rush
step step step
ABE-SAN?
SORRY I'M LATE!
HI THERE!

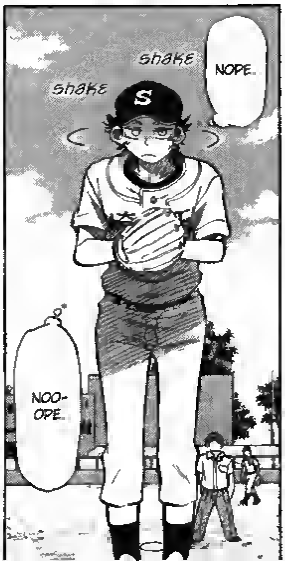
YESTERDAY, TAKA AND HIS FATHER WERE TALKING ABOUT
WELL, MORE IMPORTANTLY...
It's mean!
AT BREAKFAST THIS MORNING, HE ATE SHUN-CHAN'S EGGS!
WHAT HAPPENED?
I'M SO MAD AT TAKA!
Hmph
Shun-chan?
Her other soon
AH...
WHAT REN DID EARLIER...
AND TAKA SAID, "WE'RE JUST GONNA WALK HIM."
FIFTH BATTER. SAKITAMA'S
HIS FATHER WAS ASKING HIM WHAT THEIR PLAN WAS TO COUNTER HIM,
LIMM...
THAT'S WHAT THEY DID.
GETS TO DECIDE—?
IT'S SOMETHING THAT ABE-KUN
OH SO THAT MEANS
I SEE...
THEN THEY BOTH SMIRKED LIKE THIS...

I'M SORRY! HE ALWAYS ENDS UP DOING WHATEVER HE WANTS!
AH, NO, IT'S FINE ...
bow
RIGHT
THAT'S ABE-SAN?

OH, THEY REALLY DID IT?
WERE THERE A LOT OF JEERS FROM THE STAND?
OH...

MIHASHI-SAN?!
Y-
YES!

LOOKS LIKE THE PITCHER IS CALLING THE SHOTS.

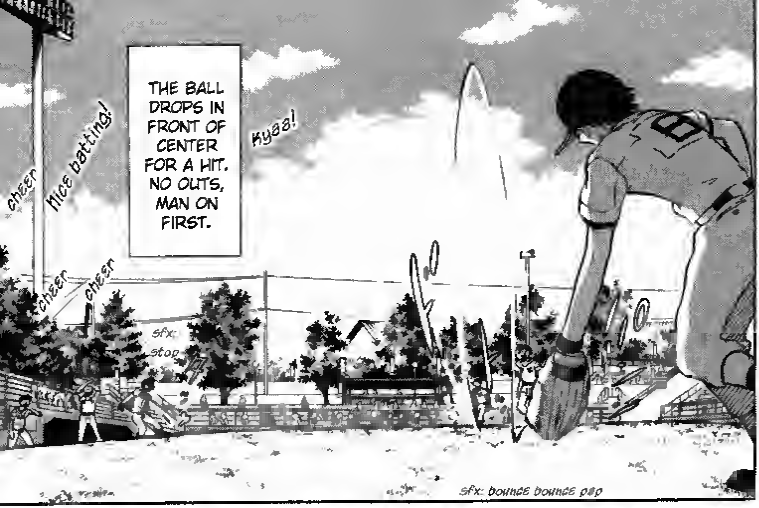

NOPE.
shake
shake
NOO-OPE.

HE'S RE-JECTING ONE SIGN AFTER ANOTHER
This ?
How 'bout this ?
HE SHOULD MAKE IT A LITTLE EASIER ON THE PITCHER

S
nod
崎玉
PITCHING IN THIS HEAT IS BAD ENOUGH,
BUT HE'S EVEN MAKING THE DECISIONS.

HE WON'T THROW THE SCREWBALL UNTIL THERE ARE TWO STRIKES
IT CAN'T BE HELPED IF HE'S SET UP A ROUTINE

SFX clank
ONE MORE INSIDE!


THE BALL DROPS IN FRONT OF CENTER FOR A HIT. NO OUTS, MAN ON FIRST.
cheer
nice batting!
kyaa!
cheer
cheer
sfx: stop
sfx: bounce bounce pap

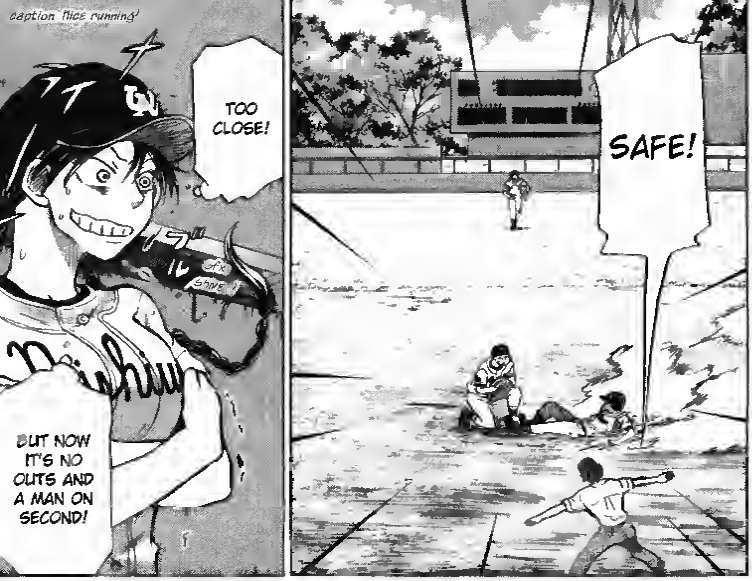
IT'S NOT LIKE IT'S BEEN IMPOSSIBLE TO STEAL OFF OF SAKURA-KUN
Ready!
sfx bow
sfx grip
NOW THAT WE HAVE A LEFT-HANDER AT BAT, WE HAVE A CHANCE TO STEAL
Shff
shff
shff
IN THE PREVIOUS GAME, THE ONLY STOLEN BASE THEY GAVE UP WAS ON A LEFTY BATTING.
FIRST BALL, EH?

THERE'S ALSO THE POSSIBILITY THAT SAKURA-KUN JUST MIGHT MAKE AN ERROR.
WE'LL LOOK LIKE WE'RE GOING TO BUNT. THAT SHOULD PUT HIM OFF-GUARD.
SFX SHIFT
WELL, EVERY-THING'S IN ORDER FOR THIS TO WORK.
WE'VE ONLY GOT ONE SHOT AT IT.
SFX SHIFF
caption Lead lead
BUNT
SAC BUNT, HUH?
S
lift

HE'S RUNNING!
NOW!
S
SFX: DASH
SFX: WHOOSH

UH-OH!

HE TOOK OFF WHILE THE BATTER WAS BLOCKING MY VIEW!
I CAN'T GET INTO POSITION TO THROW!
sfx whap
sfx throw
sfx whap
sfx slide


caption: Nice running!
TOO CLOSE!
BUT NOW IT'S NO OUTS AND A MAN ON SECOND!
SAFE!

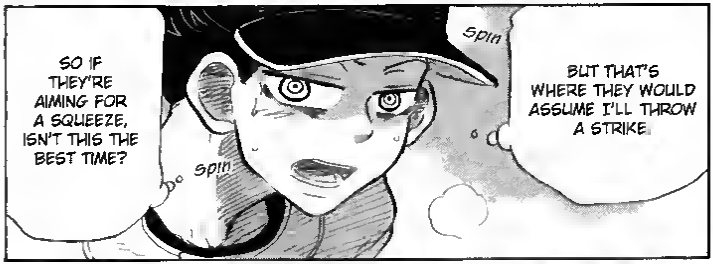
HIS MEMORY FOR ADVICE ONLY SEEMS TO LAST ABOUT ONE GAME
toss
IF HE'D JUST WATCH OUT FOR THAT, HE'D HAVE A STOLEN BASE COUNT OF ZERO!
I DON'T THINK I COULD'VE DONE IT!
THAT WAS SWEET!
WAY TO GO, ABE!
caption: Wo-wow!
WHEN THEY SET UP TO BUNT, THERE MIGHT BE A STOLEN BASE. I TELL HIM THAT EVERY GAME!
glare
THAT DAICHI ...
caption: Oh no...

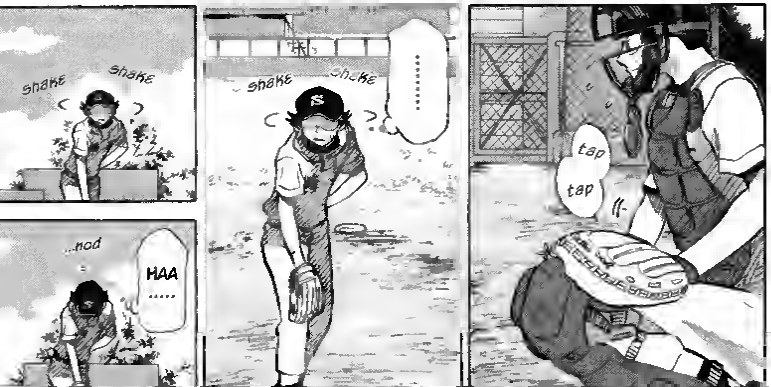
READY!
BATTING EIGHTH, LEFT FIELDER, MIZUTANI-KUN
Nishiu
Sfx climb
SEVENTH BATTER OKI BUNTED
ONE OUT, RUNNER ON THIRD
Sfx wave
forward!
Sfx bounce
GET IN DEFENSIVE POSITIONS
IT'S A SQUEEZE!
caption. Renchi!
caption. Yes!
I'LL GIVE HIM A BALL FOR THE FIRST PITCH.
lift
WELL, NISHIURA HAD A LOT OF OPPORTUNITIES TO SQUEEZE.
DID HE BUNT DURING THE MATCH WITH TOSEI?

DIDN'T GO FOR THE FIRST ONE
sfx shff
sfx whap
BALL!
sfx pat pat
THE FIRST PITCH WAS OUTSIDE THE ZONE!
SECOND PITCH,
IN THE ZONE
sfx tdt
grip
SECOND PITCH, REGULAR STANCE
sfx whoosh
sfx shff
!!

BALL!
sfx turn
sfx whap
IF I CAN'T GET THE NEXT ONE, IN I'LL BE IN TROUBLE
0 AND 2
glance
caption, flick!
DAMMIT!
SURELY, THEY WON'T KEEP TRYING FOR THE SQUEEZE PLAY WHEN THEY'RE AHEAD IN THE COUNT?
BUT...
pat
pat
sfx stomp
I WAS FOOLED BY HIS STANCE!
sfx whap
BALL!

IF I WERE NISHIURA, I'D WAIT ON THIS NEXT PITCH.
'CAUSE IF IT'S A BALL, THEY LUCK OUT.
THAT ONE'S NO GOOD EITHER!
sigh
AAH, DAMMIT!


SO IF THEY'RE AIMING FOR A SQUEEZE, ISN'T THIS THE BEST TIME?
spin
spin
BUT THAT'S WHERE THEY WOULD ASSUME I'LL THROW A STRIKE.


shake
shake
shake
shake
.....
...nod
HAA .....
tap
tap

caption: Nice one, nice one!

SO, WHAT TO DO WITH MIHASHI-KUN?
WITH A RUNNER ON FIRST, THERE'S STILL A CHANCE FOR A DOUBLE PLAY EVEN IF WE HAVE HIM BUNT,
AND MIZUTANI-KUN PROBABLY WON'T BE ABLE TO STEAL SECOND.
ナイセー
ONE OUT, RUNNERS ON FIRST AND THIRD.

MY JOB
badump
badump
IS
...
BATTING NINTH, PITCHER, MIHASHI-KUN.
JER-SEY #1.
SHOULD I HAVE MIHASHI-KUN STRIKE OUT AND DEPEND ON TAJIMA-KUN, WHO CAN'T SWING THE BAT AT ALL...?
OR SHOULD I OVERLOOK THE RISK OF A DOUBLE PLAY AND HAVE MIHASHI-KUN HIT?
HOME.
badump
SCORE
TO GET ABE-KUN
HE'S HIT-TING!
WE'LL LET HIM HIT IT!
RATHER THAN HAVE HIM STRIKE OUT,
pat
.....

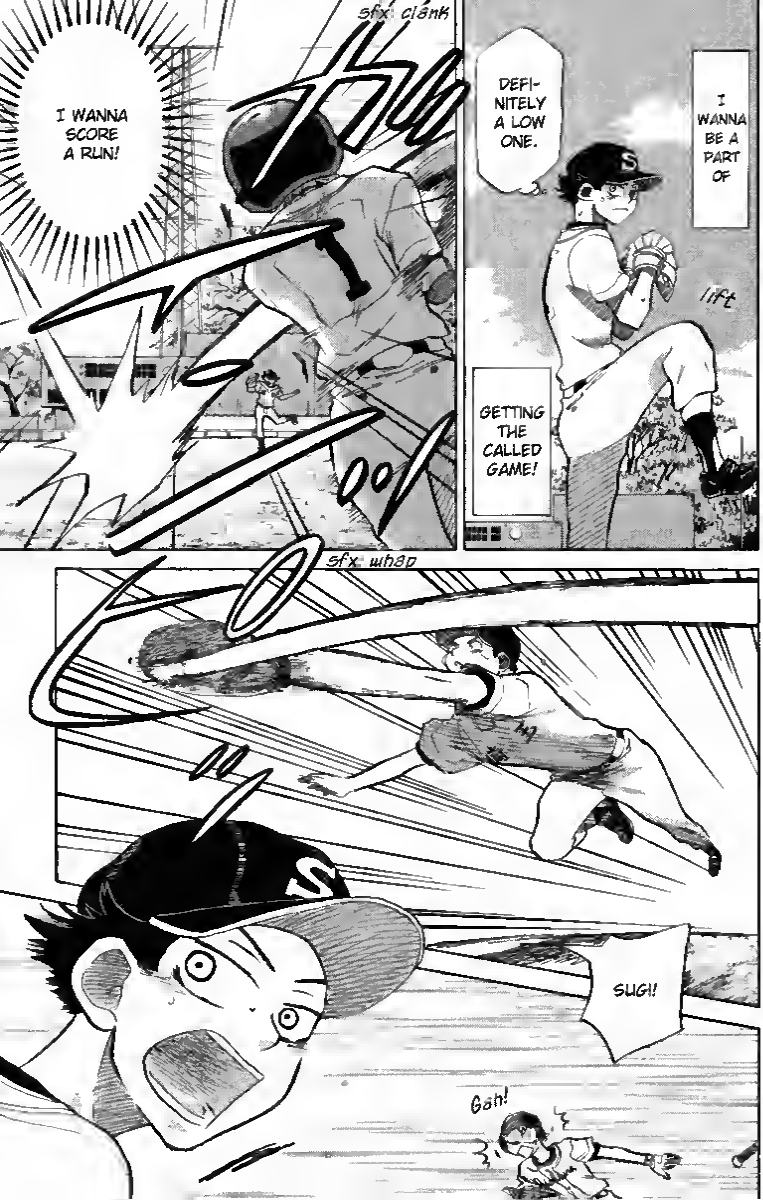
IT'D BE GOOD TO HAVE HIM HIT A GROUNDER AND GET A DOUBLE PLAY ON FIRST AND SECOND.
CHALLENGE THE BATTER!
GOT IT!
GO! LINE DRIVE, COME BACK!
MIZUTANI, IF IT'S A GROUNDER,
Nishi

sfx: swish
AND LAST UP!
HE'S A LEFT-SIDE BATTER

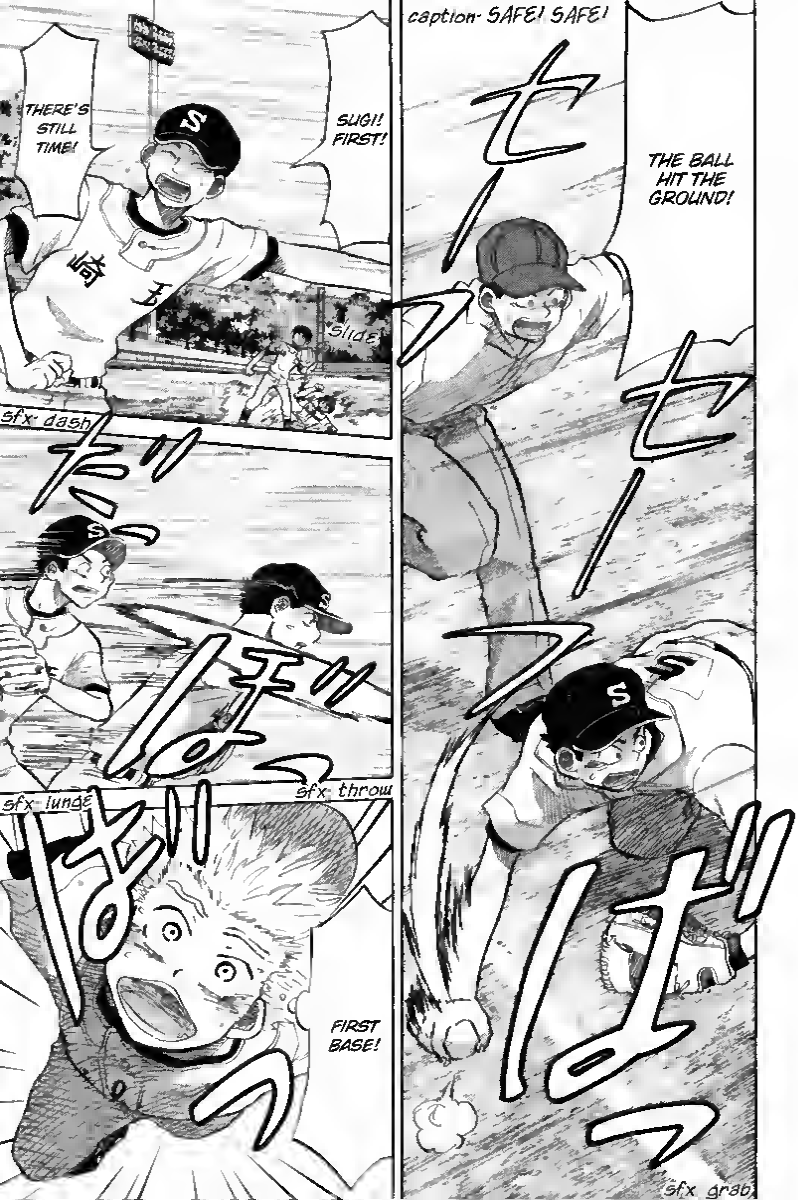
sfx: whoosh
sfx: whap

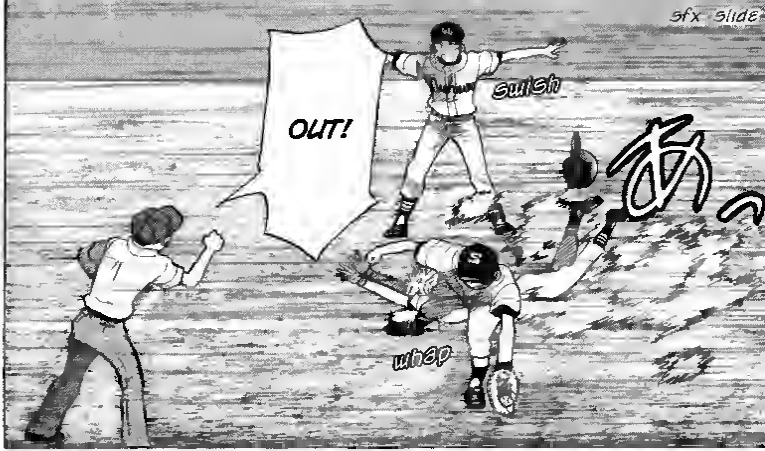
AAH... IS HE GONNA BE OK?
Slap
DOES HE GET THAT IF HE HITS AN IN-FIELD GROUND-ER,
IT'S A DOU-BLE PLAY ?
ACK!
stagger
wobble
I OVER-DID IT
sfx: grip
WHOA.
...badump
RUNNER ON THIRD!
NAH, HE WAS JUST LOOKING AT THE RUNNER ON THIRD,
Grk
BUT BECAUSE OF THE TIMING, I FELT LIKE HE WAS READING MY MIND...
I WANT TO GET THE CALLED GAME!
I WANNA
HIT, TOO!

IF WE KEEP GOING LIKE THIS, BY THE NEXT GAME,
WE'LL ALL BEGIN TO BREAK DOWN, STARTING WITH MIHASHI
IT MEANS I'M KINDA
grip
WEAK, I GUESS ...
TO KEEP HIM GOING,
I THINK IT'S BEST TO FINISH THE GAME EARLY.
BUT I UNDERSTAND THAT
THEY'RE DEPENDING ON ME AS THEIR PITCHER!

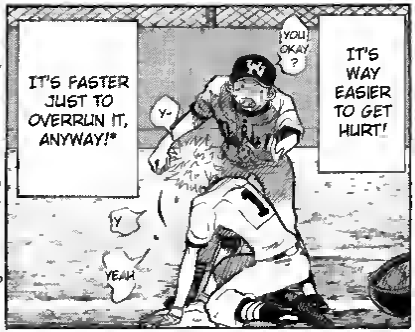

sfx: clank
I WANNA SCORE A RUN!
I WANNA BE A PART OF
DEFI-NITELY A LOW ONE.
lift
GETTING THE CALLED GAME!
sfx: whap
SUGI!
Gah!

SFX: SKID SKID
YIKES!
7
SFX: DASH
?!
SFX: WAVE
DON'T STOP, MIZUTANI!

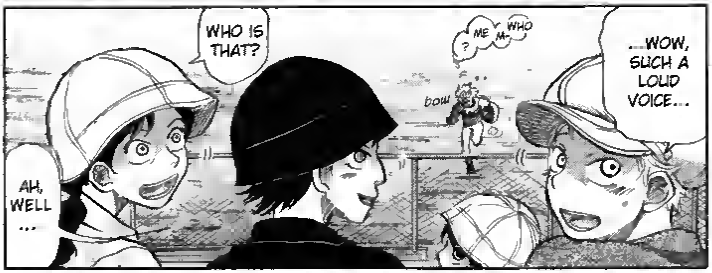

caption: SAFE! SAFE!
THERE'S STILL TIME!
SUGI! FIRST!
THE BALL HIT THE GROUND!
Slide!
sfx: dash
sfx: lunge
sfx: throw
FIRST BASE!
sfx: grab



*Basic baseball rule: First base is the only base that can be over-run so it's not very smart to slide in.



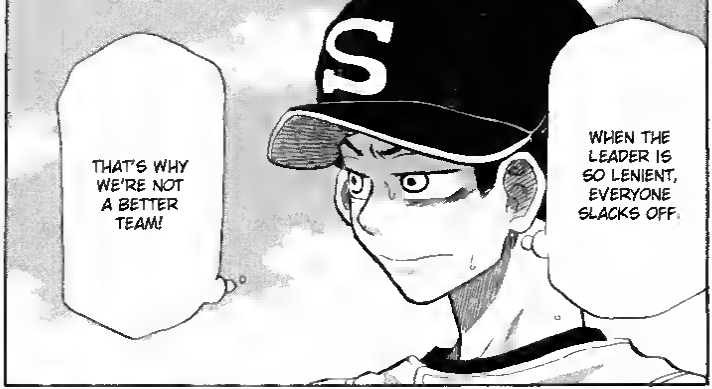
sfx: badump
HEY, BATTER! NICE RUN!


WHO IS THAT?
AH, WELL ...
ME
WHO
?
bow
...WOW, SUCH A LOUD VOICE...

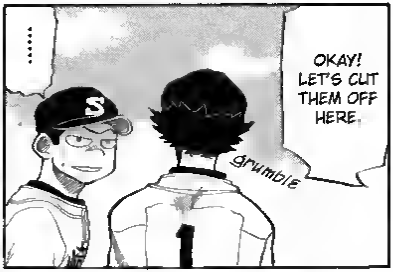
MRS. ABE IS A REALLY INTERESTING PERSON!
WE'RE LIKE BEAUTY AND THE BEAST, RIGHT?
ha ha ha
Don't call yourself that!
whoa

sfx: BAM
THAT'S MY HUSBAND.
EH?!

TIME OUT!
TWO OUTS, GUYS ON SECOND AND THIRD BASE, HUH?
I SHOULD FOLLOW UP ON SUGI..
I WAS SO CAUGHT UP IN THINKING ABOUT THE DOUBLE PLAY THAT I PANICKED AND...
SORRY...
IT'S OKAY, IT HAPPENS! DON'T WORRY ABOUT IT.
AGAIN...?
DON'T JUST SAY "IT HAPPENS."
Just forget about it, okay?
IF YOU DON'T TELL THEM IT'S UNACCEPTABLE, THE FIRST YEARS WON'T IMPROVE.


WHEN THE LEADER IS SO LENIENT, EVERYONE SLACKS OFF.
THAT'S WHY WE'RE NOT A BETTER TEAM!

GOT IT!
崎
玉
崎
玉


OKAY! LET'S CUT THEM OFF HERE.
grumble
1

ICCHAN! GROUND-ERS, OKAY?
LEAVE THE REST TO US!
turn
smile

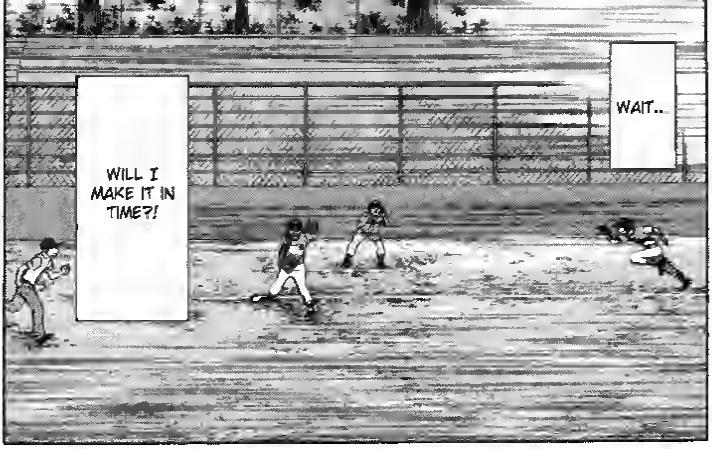
BAT-TING FIRST.
FIRST BASEMAN, TAJIMA-KUN.

I WANNA LET HIM HIT!
Nishiura
JERSEY #5.
I WANNA HIT...!
TWO OUTS, SECOND AND THIRD BASES FULL.
Sfx Ift
THIS ISN'T THE TIME TO HAVE HIM HIT AND MAKE HIS INJURY WORSE.
BUT I CAN'T!
AT TWO OUTS, THE INFIELD IS BACK TO A DEFENDABLE POSITION!
BECAUSE MIHASHI-KUN GOT THE RUNNER TO SECOND, WE DON'T HAVE TO WORRY ABOUT A FORCE-OUT.

START AFTER I SEE THE HIT.
grip
IF IT HITS, WE RUN.
grip
WITH THIS, WE'LL GO FOR THE SAFETY BUNT,
pat
WE'LL TAKE IT FROM THE VERY FIRST THROW!
grip
IF A GOOD PITCH COMES,
pat
pat
JUST LIKE IN THE FIRST AT-BAT!
TWO OUTS
WE'LL CHAL-LENGE THE BATTER!
READY!

lift
forth
if
tech
sfx: whoosh
sfx: shift
ALL RIGHT!

clank
sfx. dash
sfx. step
GET TO FIRST!
GOT IT!
sfx. rush
FIRST BASE!
?!

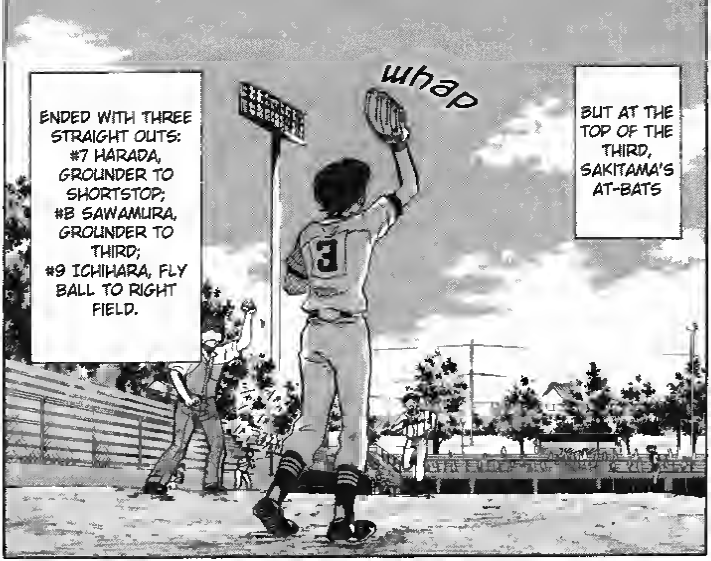

WILL I MAKE IT IN TIME?!
WAIT..

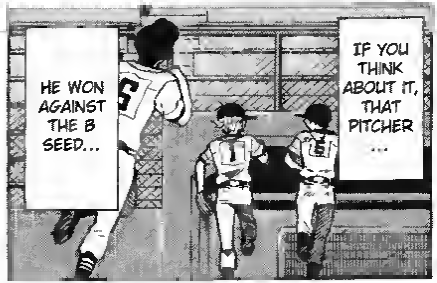
HE THREW TO FIRST!
WHAT?!
sfx twip
sfx stomp
SAWA-SAN, HOME!!
!!
sfx dash
TAJIMA'S ON BASE!
I'LL MAKE IT TO HOME!

sfx whap
sfx zoom
sfx slap
sfx bam
埼
玉
sfx swish
sfx whap
sfx whim
sfx slide

SFX: WHOOM
NICE, SAWA!
SFX: WHOOSH
OUT!
HAHA!
SLAP!
WHEN YOU SAY THAT, IT SOUNDS LIKE A DRINK OR SOMETHING.
ONE RUN IN THE SECOND.
...SORRY 'BOUT THAT.
STEP
STEP

NO, YOU WERE RIGHT TO CONTINUE TO HOME!
THE THIRD BASEMAN THREW IT TO FIRST, SO I THOUGHT I COULD MAKE IT...
I ALSO TOLD HIM TO KEEP GOING..
THE FIRST BASEMAN JUST DID A VERY GOOD JOB OF CUTTING TO HOME AFTER THE THROW FROM THIRD
GET OUT THERE AND DEFEND!
ALL RIGHT, LET'S KEEP MOVING!
YES, MA'AM!
I WONDER IF I UNDER-ESTIMATED THEM..?
TO SEE SAKITAMA PULL OFF A PLAY LIKE THAT...

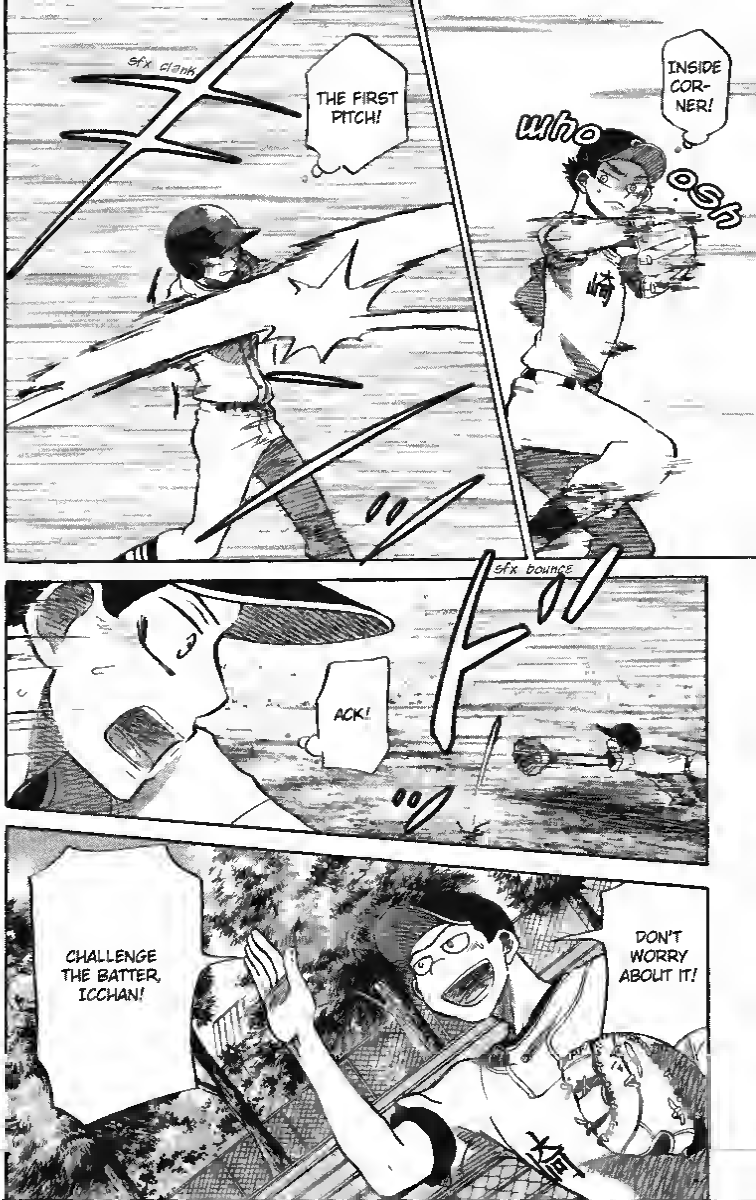

whap
ENDED WITH THREE STRAIGHT OUTS: #7 HARADA, GROUNDER TO SHORTSTOP; #8 SAWAMURA, GROUNDER TO THIRD; #9 ICHIHARA, FLY BALL TO RIGHT FIELD.
BUT AT THE TOP OF THE THIRD, SAKITAMA'S AT-BATS


HE WON AGAINST THE B SEED...
IF YOU THINK ABOUT IT, THAT PITCHER ...

THIS IS BAD.
THE PACE IS THE SAME AS ALWAYS,
Good one, right fielder!
BUT WE CAN'T GET ANY HITS!
step

I TOLD MYSELF THAT, BUT WHEN I LOOK AT HIM....

NO, IT COULDN'T HAVE BEEN A FLUKE.
EVEN IF WE PLAYED TOSEI A HUNDRED TIMES, WE'D STILL LOSE EVERY TIME.
BOTTOM OF THE THIRD, NISHIURA HIGH SCHOOL AT BAT.
BATTING SECOND, SECOND BASEMAN, SAKAE-GUCHI-KUN
WELL ANYWAY, LET'S GET THIS GUY OUT
IF WE CAN GET PAST HIM, THE REST'LL BE EASIER
I FINALLY GET TO!
I SAW HIS PITCH IN THE FIRST AT-BAT
I CAN DO IT!
SQUEEZE
IT'S BEEN A WHILE SINCE I'VE ACTUALLY HIT!
I CAN'T LET HIM ON BASE ...
GOTTA HANG TOUGH!
nod

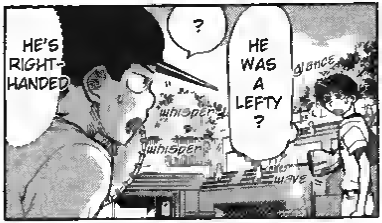

SFX clank
THE FIRST PITCH!
INSIDE CORNER!
uhoooh
SFX bounce
ACK!
CHALLENGE THE BATTER, ICCHAN!
DON'T WORRY ABOUT IT!

BUT THE THIRD BATTER GOT A HIT LAST TIME...
BATTING THIRD, THIRD BASE, IZUMI-KUN.

ARE THEY GOING TO HAVE THE THIRD BATTER BUNT, AND THEN WE'LL CHALLENGE THE CLEANUP?
I LET THEM GET ON FIRST AGAIN...

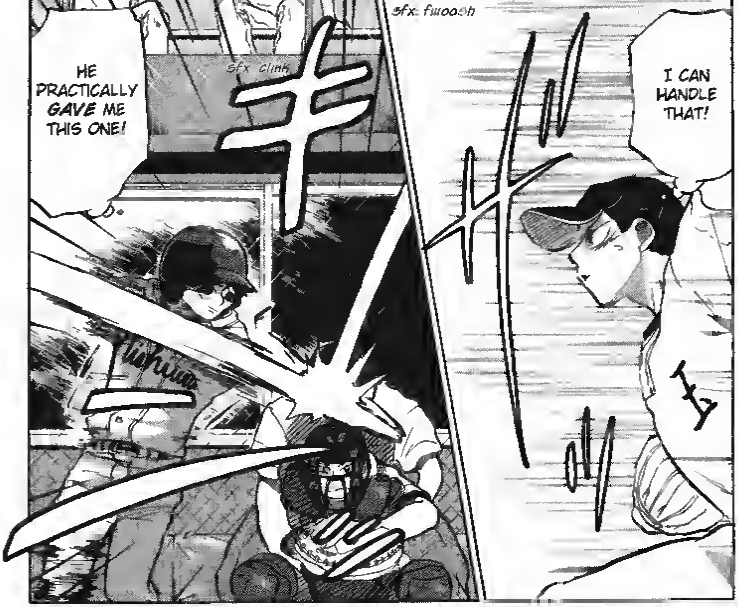
READY!
...?
THE LEFT ?

THIRD!
IT'S A BUNT! B-U-N-T!
whisper
whisper
GET READY !


HE'S RIGHT-HANDED
?
HE WAS A LEFTY ?
glance
whisper
whisper

glance

SO IT WILL BE CHALLENGING THE CLEANUP WITH A RUNNER ON SECOND.
sfx. turn
A BUNT.
BUNT ...


HE PRACTICALLY GAVE ME THIS ONE!
SFX: CLINK
SFX: FWOOSH
I CAN HANDLE THAT!

HE HIT IT EVEN FROM THE LEFT BOX.
OH, MY.
THEY MUST HAVE FALLEN FOR IT AND THOUGHT IT WAS A BUNT, THEN?

IZUMI HITS TO FRONT OF CENTER FIELD!
EEEEK!
rattle
BOUNCE
rattle

NOW IT'S NO OUTS AND RUNNERS ON FIRST AND SECOND.
IT'S TIME TO LET HANAI-KUN AT IT!
pat
ALL RIGHT, IT'S FINALLY TIME!
GET A HIT!
grip
THE ONE WHO'LL BRING IN THE RUNS IS THE CLEANUP HITTER!
BATTING FOURTH, CENTER FIELDER, HANAI-KUN
RIGHT, TAJIMA?!
TAJIMA HAS NOTHING TO DO IT!
shake shake
gasp

!
IT WASN'T A BUNT...
MOMOKAN SAID
clench
TO HIT IT BECAUSE SHE THOUGHT I COULD HIT IT!
I THINK IT'S TAI-SAN'S FAULT...
nod
IT'S NOT THAT
SORRY, SORRY!
grin
BUT EVEN WHEN WE'RE LOSING 3-0,
AND THEY PROBABLY WON'T LET DAICHI HIT...
Double play!
Let's go!
HOW CAN HE STILL BE SO LAID-BACK ABOUT EVERYTHING?!

THROW A GOOD BALL, PITCHER!
GRIP
IF IT'S A GOOD PITCH, I'LL TAKE THE FIRST ONE!
PLAY BALL!
IT KIND OF DOESN'T MATTER HOW GOOD IT IS
AGAINST THE CLEANUP HITTER OF THE TEAM THAT BEAT TOSEI.
WELL, EVEN SO, I'LL GIVE IT...
Swish
MY BEST SHOT!
WHOOSH

キリ
LOW ON THE OUTSIDE!
sfx: clang
WHOA...!

GO!
GOO!
SFX Zoom
...HAH.
Nishiura
Step
Good catch!
DASH
Nishiura

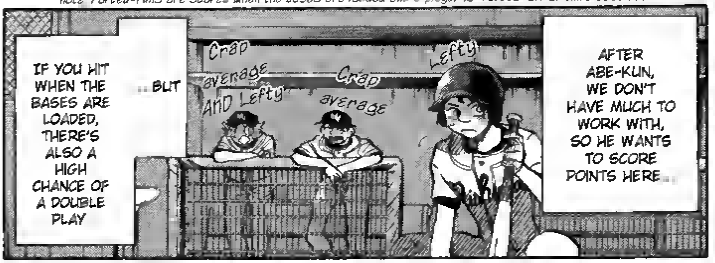
Nice pitch!
.....
5
Step
Step
BATTING FIFTH, SHORT-STOP, SUYAMA-KUN.
ALL RIGHT, ALL RIGHT!
Clap
Clap
JERSEY #6
One out!
3
WE'RE IN THE MIDDLE OF A GAME! I'M THE CAPTAIN!
GET A GRIP ALREADY!
Grr!
WHY AM I DOING SOME-THING AS DUMB AS
JUST THINKING ABOUT MYSELF ALL THE TIME?!
9
Go, Suyama!
HAHA HA
HAHA.
kachink
GASP

clink
IT'S PAST CENTER FIELD!
bounce
6
EVEN THOUGH I'M THE CLEANUP,
Go, go!!
Ahh! Stop, stop!
I'M NOT DOING ANYTHING...
GASP
QUIT THINKING ABOUT THAT ALREADY!

READY, GO!
!
BAM
Nice hit!
BATTING SIXTH, CATCHER, ABE-KUN.
JERSEY #2
Sniff
COACH!
HE WANTS TO GET THE FORCED RUN FROM SAKITAMA?
COULD IT BE THAT ...
Ehh!
"WAITING"?
"FOUR BALLS"
HM?
Nishimura

WHEN THE BASES ARE LOADED, IT'S OBVIOUS THAT THE WORST WAY TO BE SCORED ON
IS TO GET A FORCED RUN.
BUT WASN'T THAT BECAUSE FIRST BASE WAS OPEN?
One out! Infielders near the bases!
MAYBE IT'S BECAUSE THEY CHECKED OUT OUR GAME WITH TOSEI.
BUT WE COULDN'T USE THE SQUEEZE PLAY AS EFFECTIVELY AGAINST SAKITAMA

note: Forced-runs are scored when the bases are loaded and a player is "forced" off of third base due to a walk


AFTER ABE-KUN, WE DON'T HAVE MUCH TO WORK WITH, SO HE WANTS TO SCORE POINTS HERE...
Crap
Lefty
Crap
average
AND Lefty
average
...BUT
IF YOU HIT WHEN THE BASES ARE LOADED, THERE'S ALSO A HIGH CHANCE OF A DOUBLE PLAY

FIRST PITCH
BALL!
wham
BALL.
HE TOTALLY MISSED.
IT'S PRETTY STUPID OF THEM TO DIG THEIR OWN GRAVES.
NEXT TIME, AS SOON AS HE STARTS HIS MOTION...
grip
BALL!
lift
whop
Strike
whoooosh

BUT I KNOW THAT THEY'VE ALSO FIGURED THAT OUT...
DAMN. THIS IS BAD.
AT 0-2, I DON'T WANT TO MISS THE ZONE ANYMORE.
Relax, Pitcher!
BALL!
IN THAT SENSE, THIS GUY ISN'T FULFILLING HIS ROLE AT ALL.
BY NOW HE'S ALREADY AT THE LIMIT OF THE NERVES HE NEEDS TO THROW INSIDE THE ZONE BY HIS OWN WILL.
IF THE CATCHER WOULD BE MORE CONFIDENT IN ASKING FOR STRIKES, THE PITCHER COULD DO IT.
IT'S THE SAME PATTERN THEY USED ON MIZUTANI.

!
SAKAE-GUCHI!

grip
?
THAT'S NOT EVEN A REAL SIGN, BUT...
IS THIS OKAY?

pat pat

TAKE IT EASY, ICCHAN!
Over here!

WHAT?
IS HE GOING FOR IT NEXT TIME?
OR IS IT A SIGN FOR SOME-THING ELSE?

WELL, TAI-SAN IS TAKING IT EASY...
IF I WERE STILL IN RIGHT FIELD, I'D SAY THAT, TOO.

BALL FOUR!
I'M SICK OF IT!
AND I HAVE TOO MANY RESPONSI-BILITIES...
BEING THE PITCHER IS TIRING,
lift
HALF THE DUTIES OF YOUR POSITION!
YOU'RE NOT EVEN CARRYING OUT
SO MUCH FOR BRINGING THE IN-FIELDERS IN
Nishiura
TIME OUT!
STILL, THAT CATCHER'S HORRIBLE.
Step

RIGHT?
Ergh!
IT DOESN'T MATTER IF THEY SCORE A COUPLE MORE RUNS!
DON'T WORRY ABOUT THE SQUEEZE PLAY,
JUST DO IT ONE OUT AT A TIME!
IT'S NOT VERY FUNNY TO BE SAYING THAT SORT OF THING AT THIS POINT.
YOU KNOW,
IF WE LOSE TODAY, YOU'RE THE ONLY ONE WHO'S DONE FOR GOOD!
SHOCK
BUT WE DON'T HAVE TO BE SO UPTIGHT ABOUT IT.
WELL, YOU MAY BE RIGHT,
GRIN
SNIP
AH...
SOMETIMES IT'S JUST THE LUCK OF THE DRAW.
ICCHAN, DON'T...!

I'M SORRY!
IT'S BECAUSE!
I'M GETTING WALKED EVERY TIME!!
UH...
WELL
past years
!
caption: SHOCK
caption: ШАААААННН
I CAN'T HEAR WHAT TAI-SAN IS SAYING!
HEY, DAICHI!
EVERYONE WAS TRYING SO HARD FOR MY SAKE THIS YE..AR...
FOR-GIVE ME...
caption: I'LL HIT IT NEXT TIIIMMEE
caption: ШААННН ШАННН
NO, IT'S BETTER THAT YOU'RE OPEN ABOUT IT!
THANK YOU, ICCHAN!
...SORRY, WE'RE IN THE MIDDLE OF A GAME...
hic
wipe
IT WASN'T JUST FOR YOUR SAKE
YOU WERE ALWAYS TOO SOFT ON US...

LET'S FINISH THIS UP!
おい
おう
OKAY, I'LL STAY SHARP FROM NOW ON!
WE'LL FOCUS ON HOME PLATE. LET'S GET SOME OUTS!
SFX: Hesh!
STEP
I'M SORRY FOR BEING LOOSE LIP UNTIL NOW.
SO YOU WANTED ME TO BE TOUGHER, ICCHAN...
I GOT TRAUMATIZED BY PLAYERS QUITTING AND I COULDN'T ACT VERY STRICTLY..
IT WAS PRETTY TERRIBLE OF ME TO BE SO LAID-BACK WHILE LETTING ICCHAN BE THE PITCHER...

TODAY, I'LL SHOW MY KOUHAI THE VERY BEST EFFORT I CAN GIVE!
ALL RIGHT!
I'M PROBABLY FINISHED AFTER TODAY..
EVEN THOUGH HE TOOK THE TROUBLE TO TELL ME
10
R
0
4
caption. BRING IT ON!
'TIL THE VERY END!
THAT'S HOW I'LL REPAY EVERYONE WHO STUCK WITH ME
6

WAIT ON THE FIRST PITCH.
grab
tap
tap
BATTING SEVENTH, RIGHT FIELDER, OKI-KUN.
READY!
JER-SEY #3.

DOES THAT MEAN I'M GIVING UP, TOO?
....
SAYING "JUST ONE MORE HOUR"
....
DAMMIT! THIS IS EMBARRASSING.
ONE OUT, BASES LOADED
IF ONLY I'D KEPT MY MOUTH SHUT JUST ONE MORE HOUR, THIS WOULDN'T'VE HAPPENED...
SFX whomp whomp
IT WON'T END UNLESS I GET SOME OUT'S.
straighten
EVEN IF WE DO LOSE,

sfx: whish
BASEBALL IS STRESSFUL LIKE THAT...!

sfx: rustle rustle
FIRST BALL'S INSIDE.
THEY CALLED A TIME OUT AT THE RIGHT MOMENT, SO MAYBE HE'S STILL IN GOOD SHAPE.
caption: Nice pitch!
THE INFIELD IS STAYING BACK.
STRIKE!
sfx: thud
OKI-KUN'S ALREADY GOTTEN ONE BUNT TODAY,
grab
NEXT PITCH, BUNT.
SO THAT'S SAFER THAN HITTING IT.
ABE-KUN, SUYAMA-KUN, IZUMI-KUN...
I'M COUNTING ON YOU ALL!

sfx: bend
sfx: whish
THEY'RE GOING FOR A SQUEEZE PLAY!
GOTTA AT LEAST HIT IT!
sfx: swoosh
THERE THEY GO!
sfx: dash
sfx: plonk

TOO CLOSE IN!
THE CATCHER'S GOING OUT FOR IT!
bam
IF HE CAN GET BACK TO HOME PLATE IN TIME, THE RUNNER WILL BE...
OUT!
DAICHI!
sfx smack!
sfx turn
sfx SLAM!

SFX: SHUDDER
EEP!
S
SFX: THUD

OUT!
caption WHOAAA!
sfx whomp
WHAT?! ... EVEN AFTER HE STEPPED ON HOME PLATE?!
nice run!
Nishina
GUY'S GOT A HELL OF AN ARM.
... DOUBLE PLAY ....
崎 玉

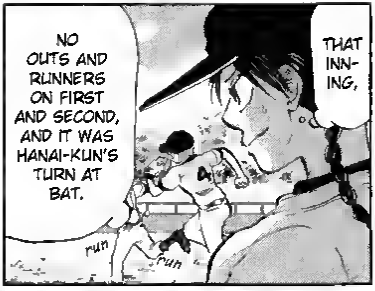
I THREW SOMETHING EASY TO HIT AT A CRUCIAL MOMENT...
My hand's numb!
WE STOPPED A SQUEEZE.

ON THE MOUND,
I'M NOT TOO FOND OF BEING A PITCHER, BUT

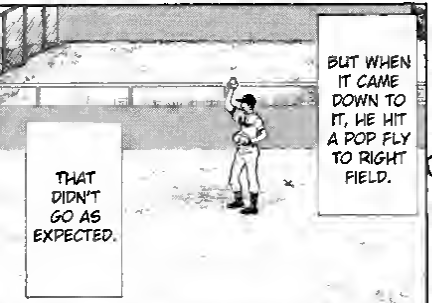
UH.
ICCHAN! NICE PITCH!
pat
THANKS.

Da ha ha!
Nice throw!
THAT NOBODY ELSE CAN FEEL.
THERE'S DEFI-NITELY "SOME-THING" THERE

ONLY ONE RUN AGAIN.
WE HAD RUNNERS, BUT WE COULDN'T BRING THEM IN. IT WAS MY RESPONSIBILITY.
崎工 0 0 0
西浦 2 1 1


NO OUTS AND RUNNERS ON FIRST AND SECOND, AND IT WAS HANAI-KUN'S TURN AT BAT.
THAT INNING,
run
run

LOOK ALIVE, LET'S KEEP IT UP!
WE GOTTA PROTECT OUR LEAD!
caption Yeah!


BUT WHEN IT CAME DOWN TO IT, HE HIT A POP FLY TO RIGHT FIELD.
THAT DIDN'T GO AS EXPECTED.

WELL EVEN IF IT GOES BAD,
THIS IS A GAME WHERE THERE'S NO CHOICE BUT TO HAVE HANAI-KUN HIT!

caption: ball back!
THE CURRENT LEVEL OF POWER, COMPETITIVENESS, AND SKILL AT BASEBALL...
Got it!
WHEN YOU ADD IT ALL UP, THERE'S NO QUESTION THAT HANAI-KUN IS OUR NUMBER TWO, BUT...
NUMBER ONE IS STILL FAR BEYOND THAT!
Pitcher!

TOP OF THE FOURTH INNING, SAKITAMA HIGH SCHOOL AT BAT.
BATTING FIRST, RIGHT FIELDER, TANAKA-KUN.
IF LEFT TO HIS OWN DEVICES, HANAI-KUN WOULD PROBABLY JUST WASTE AWAY IN TAJIMA-KUN'S SHADOW.
BUT FOR HANAI-KUN, AND FOR TAJIMA-KUN, TOO,
THAT WOULD BE WASTING THEIR TALENTS.
BUT THAT KIND OF PRESSURE IS HANAI-KUN'S CHANCE TO SHINE!
I THOUGHT I'D HAVE TO STEP IN, BUT THEN TAJIMA-KUN GOT INJURED.
I WOULDN'T WANT TO CALL IT A WINDFALL,

nice catch!
MIHASHI-KUN'S PITCH COUNT WAS ONLY AT FIFTEEN BY THE THIRD INNING AND HIS AVERAGE IS GOOD.
whap
Left field!
I ORDERED A SQUEEZE PLAY WHEN WE WERE STILL PLAYING IT SAFE IN THE FIRST INNING,
BUT WITH OUR CURRENT LEAD, I CAN PLAN FOR OUR CLEANUP HITTER TO DO HIS JOB
SFX BAM!
caption One out!
IF I TALKED TO ABE-KUN, HE WOULD UNDER-STAND
THAT MEANS THAT A CALLED GAME ISN'T NECES-SARILY OUR GOAL...
EVEN IF IT INCREASES FROM HERE ON... WITH THIS PACE, HE COULD GO NINE INNINGS USING ONLY THE NUMBER OF PITCHES HE NORMALLY WOULD IN SEVEN.
ANOTHER OPPORTUNITY LIKE THIS ONE!
I DON'T THINK WE'LL EVER HAVE

JERSEY #5.
BATTING SECOND, THIRD BASE, SUGITA-KUN
SFX: Swish
SFX: One out!
NOW'S THE TIME TO GET HANAI-KUN TO STEP UP!
Nishiura
ONE OUT
WE'RE STILL ALL RIGHT.
Yeah!
ME, ATSUSHI-SAN, AND TAI-SAN... WE CAN ALL GET ON BASE!
IF WE CAN LOAD THE BASES,
Stare
THEN THEY WON'T HAVE A CHOICE!

curve
sfx: thud!
sfx: swish
sfx: whish
STRIKE!
GOOD SWING!
SUGITA! FIGHT!
I KNOW THAT, BUT...
YOU CAN'T WHIFF IT HERE!
I GOTTA GO ALL OUT AND USE ALL MY POWER IF I WANT TO GET PAST THE INFIELD!
sfx: squeeze

SFX whoosh
AS LONG AS I CAN REACH IT,
I'LL SWING AT IT!
SFX clank
SFX Zoom

WHOa!
CENTER FIELD!

ONE
WUH-
One out!
uhap
OUT

KEEP IT GOING, EVERYONE!
NICE HITTING!

GUYS THAT JUST SWING AT EVERYTHING ARE REALLY ANNOYING.
LUCKY HIT.

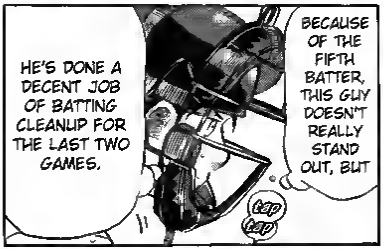
I REALLY WANT THE CHANCE TO CHECK OUT SAKURA TODAY.
SAKITAMA IS IN THE SAME DISTRICT AS US, SO FOR THE SAKE OF FUTURE TOURNAMENTS,
WE'LL END THIS INNING WITH THE FOURTH BATTER
WHATEVER.
WE CAN PACK RUNNERS ON THE BASES
rustle
rustle
IF I'M COVERING FIRST BASE,
SO THE NEXT INNING CAN START WITH SAKURA.
SFX: flutp
A BUNT.
WE'VE GOTTA GET A RUN!
WE'LL GET SHUT OUT IF WE CONTINUE LIKE THIS.
nod

UGH
clonk
HIGH IN THE MIDDLE.
tap
FAST-BALL.
turn
SORRY ..
IT'S OKAY, IT HAPPENS.
step
whoosh
crowd
AH...
IT POPPED UP...

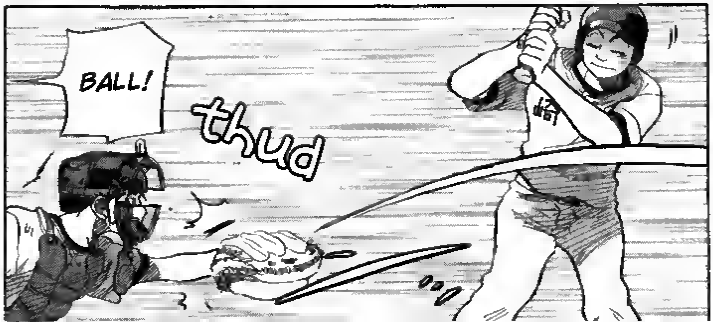
I'LL APOLOGIZE AFTER THE GAME FOR BEING TOO SOFT ON EVERYONE
squeeze
FOR NOW, JUST GET ON BASE.
Geh!
EH?
AH...
NEVER MIND.
BATTING FOURTH, SHORT-STOP, OYAMA-KUN.
READY!
SAYING "IT HAPPENS" HAS BECOME ALTOMATIC FOR ME.
THROW
A
"FAST-BALL"
shuffle
nod
THERE
6
thud

BUT I GOTTA BE CAREFUL.
YEAH! I CAN HIT THAT.

STRIKE!
THAT WAS A TIGHT STRIKE,
BUT THAT'S THE FIRST TIME TODAY THAT HE REALLY JUST WATCHED IT.

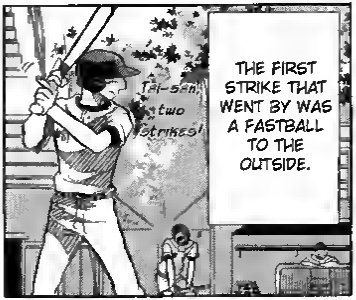

HE'S DONE A DECENT JOB OF BATTING CLEANUP FOR THE LAST TWO GAMES.
BECAUSE OF THE FIFTH BATTER, THIS GUY DOESN'T REALLY STAND OUT, BUT
TAP TAP

CURVE BALL.
JUST TO MAKE SURE, WE'LL THROW ONE OUTSIDE.


BALL!
thud

I DON'T KNOW WHAT HE'S AFTER.
LET ME TRY ONE MORE PITCH.
EVEN THOUGH WE'VE ONLY SHOWN HIM A CURVEBALL AND A FASTBALL...
IS HE WAITING IT OUT?
HE DIDN'T MOVE AT ALL.
SFX FLICK
SFX CLANK
IT'S HIGH!
WELL, THE TYPE OF PITCH DOESN'T REALLY MATTER.
SQUEEZE
I THINK THAT WAS THE CURVE-BALL?
CORNER
lift
THE HIGH

HE'S PROBABLY NOT FUSSING ABOUT THE KIND OF PITCH


Tai-San, two strikes!
THE FIRST STRIKE THAT WENT BY WAS A FASTBALL TO THE OUTSIDE.

HE CONNECTED THAT TIME, BUT IT WAS JUST A FOUL.
JUDGING FROM THE DATA ON THEIR LAST GAME,
HE LIKES TO HIT FASTBALLS MORE THAN BREAKING BALLS, BUT...

CAN'T LET HIM KEEP ON HITTING FOULS.
I'LL SEND ONE WHERE YOU LIKE, SO JUST HIT IT!

THE SECOND WAS A CURVEBALL TO THE OUTSIDE.
MAYBE HE'S WAITING FOR AN INSIDE ONE?

IF IT POPS UP, IT'S OVER.
THE KIND OF PITCH DOESN'T MATTER. IF IT COMES WHERE I LIKE IT, I'LL DEFINITELY HIT IT!
whoosh
TO BALL.
sfx: lift
FROM STRIKE
sfx: swing
NOW!
INSIDE, HIGH!

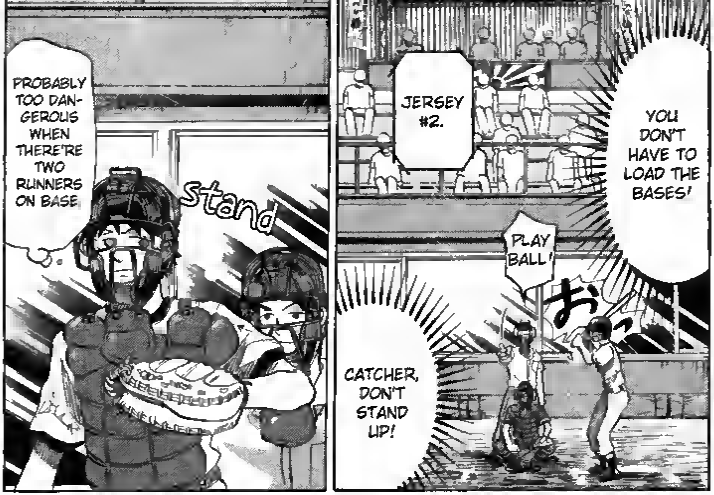
FAST-BALL?
sfx: shff shff
sfx: crack!
IT'S RIGHT AT THE HANDLE!
sfx: slam
MY HAND IS NUMB.
OW!
sfx: zoom

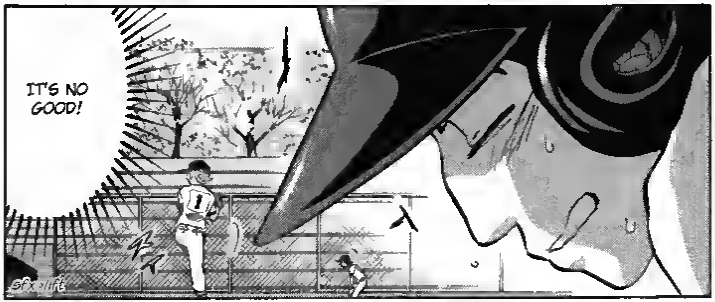
ARGH!
DAMMIT!
GOT IT!
THIRD!
8
WHAT'S THE CALL?
TAI-SAN!
....
PLEASE MAKE IT!
SAFE! NICE HIT!
TAI-SAN!
sfx: smack!

IT BOUNCED SO HIGH THAT IT TOOK A REALLY LONG TIME TO COME DOWN!
DIDN'T GET THROWN?
IT
sfx: jump up
WHOA, REALLY?!
6
Nice one!

BATTING FIFTH, CATCHER, SAKU-RA-KUN.
Two outs!
THIRD BASE IS OPEN, SO IF IT'S A SINGLE, IT ENDS AT ONE RUN.
EVEN IF IT'S A HOME RUN, IT STILL WON'T TIE THE SCORE.

TWO OUTS, FIRST AND SECOND BASES, THEN DAICHI!
Clench
YES!


PROBABLY TOO DANGEROUS WHEN THERE'RE TWO RUNNERS ON BASE.
Stand
JERSEY #2.
YOU DON'T HAVE TO LOAD THE BASES!
PLAY BALL!
CATCHER, DON'T STAND UP!


IT'S NO GOOD!

EH?
AH,
THERE'S NO HECKLING THIS TIME.
thud
whoosh

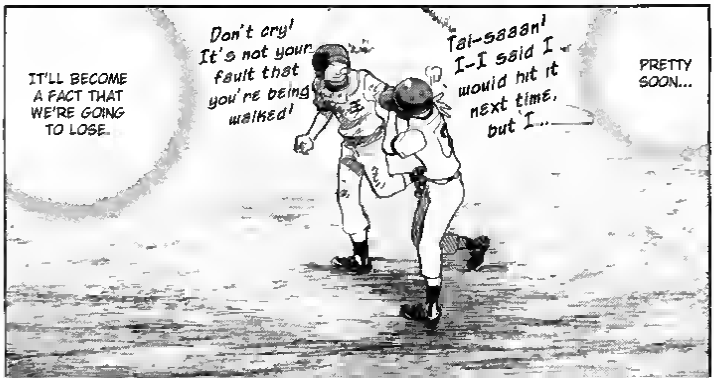
THEY DON'T HAVE THE RIGHT TO COMPLAIN!
THEY'RE LETTING THEM LOAD THE BASES!
AH, WELL, BEFORE ..
WELL, OF COURSE!
HUH?
AH, SO THERE WAS HECKLING...?
YELLING "ONE MORE" AT A HIGHSCHOOL GAME WHEN THERE ARE TWO OUTS. EVEN THOUGH THE PLAYERS HAVE SUCH SELF-CONTROL!
AND WHAT ABOUT THOSE JEERS BEFORE?
sfx blah blah blah
I SEE ...
BASE-BALL IS REALLY COM-PLICA-TED...!
WOW.
um oh hey
THE PITCHER'S THE ONE WHO BEARS THE BRUNT OF IT. I'M SORRY!
OH!
WELL, EVEN IF YOU SAY THAT...
IF YOU'RE SO MAD, THEN HAVE THE SIXTH HIT!

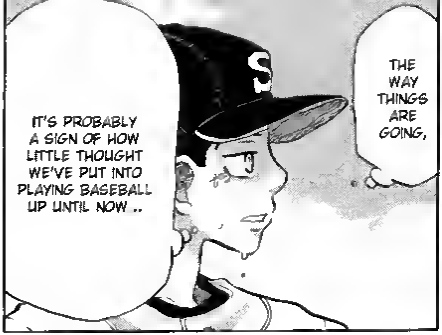
BATTING SIXTH, CENTER FIELDER, KAMIMURA-KUN.
THERE'RE TWO OUTS, BUT THE BASES ARE LOADED!
Grip
BALL FOUR!
Sfx thud
THE BASES ARE FULL!
PLEASE HIT IT!
RYO, JUST A SINGLE IS ENOUGH!
Come on! Get a hit!
Sfx run run
LET'S GET ONE POINT!
lift
AT LEAST ...

HIT A GROUNDER!
sfx clang
IT POPPED UP!
AAH ...
OUT!
whap

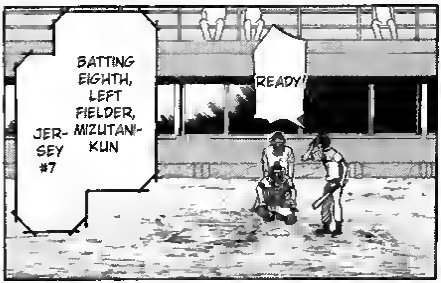
I THOUGHT THAT PLAN WAS THE MOST EFFICIENT,
"PUT RUNNERS IN FRONT OF DAICHI, AND HE WILL BRING THEM BACK HOME."
SO I PUT ALL OUR GOOD HITTERS IN FRONT OF DAICHI.
STEP
STEP
STEP

BUT IF DAICHI IS WALKED,
THEN EVERY-THING WILL JUST BACK-FIRE ON US.
STEP
THAT'S HOW WE'VE GOTTEN THROUGH OUR GAMES SO FAR...


IT'LL BECOME A FACT THAT WE'RE GOING TO LOSE.
Don't cry! It's not your fault that you're being walked!
Tai-saaan! I-I said I would hit it next time, but I...
PRETTY SOON...


IT'S PROBABLY A SIGN OF HOW LITTLE THOUGHT WE'VE PUT INTO PLAYING BASEBALL UP UNTIL NOW...
THE WAY THINGS ARE GOING,

BOTTOM OF THE FOURTH INNING, NISHIURA HIGH SCHOOL AT BAT.
HAAA
WE AREN'T SCORING ANY RUNS.
DOFF


BATTING EIGHTH, LEFT FIELDER, MIZUTANI-KUN
JER-SEY #7
READY!

I JUST HAVE TO KEEP TELLING MYSELF,
HFFF
"DON'T LET THEM GET ON BASE!"

EVEN THOUGH I'VE REAL-IZED IT NOW,
IT DOESN'T CHANGE WHAT I'VE GOTTA DO ONE BIT

FAST-BALL!
ALL I NEED TO DO IS PITCH!
sfx: CLANK
sfx: WHOOSH
caption: YEAH!
SINGLE TO RIGHT FIELD!
WHAP

A BUNT!
grip
A...
WE'RE ON BASE!
Okay! Nice batting!
pat
LET'S BRING IN SOME RUNS THIS INNING!
BATTING NINTH, PITCHER, MIHASHI-KUN.
BEFORE THEY START FROM THE FIRST BATTER AGAIN,
LET'S GET AN OUT FROM THEM!
sfx WHOOSH
I WON'T LET THEM SCORE THIS INNING!
sfx CLANK
MAKE A GOOD BUNT!
grip
GOTTA

AH..
OUT!
WHAP
GOT IT!
CATCHER!
ERGH..
SFX #1, #1
whisper
SO DON'T WORRY ABOUT THE BUNT!
whisper
whisper
I'LL STEAL TO MAKE UP FOR IT,
FIRST BASEMAN, TAJIMA-KUN
BAT-TING FIRST,
SLUMP..
SFX: GRAB
MI-HASHI!
GRK!

...!
DON'T BE SO DOWN ABOUT IT, 'KAY?!
One out!
'KAY!
ONE OUT, RUNNER ON FIRST.
One out!
WE CAN STILL DO THIS.
SAKITAMA WON'T BE ABLE TO STOP US FROM ADVANCING THROUGH THE BASES!
pat

Shift
I'LL GO FROM THE FIRST STRIKE!
WE'LL GIVE THEM THE SAFETY BUNT AND MOVE FORWARD AGAIN!
Grip
I WANT TO END THIS INNING,
ONE OUT.
sfx: shift
lift
BEFORE THEY GET FURTHER IN THE LINEUP!

THIRD BASE IS ADVANC-ING!
AGAIN?!
DASH
sfx: CLANK
THUNK
sfx: WHOOSH
GO TO FIRST!
I'LL MAKE IT THIS TIME!
sfx: FWISH
UNSAP
5
5

MIZUTANI, THIRD BASE!
SFX: LEAD
WHOA!
THERE'S STILL TIME!
SFX: WHOOSH
SFX: TURN
SLIDE
ONE OUT, RUNNERS ON FIRST AND THIRD!

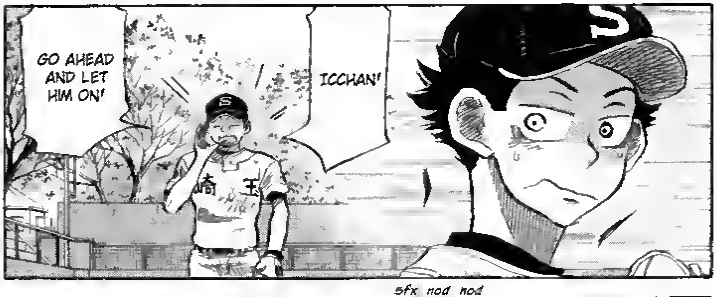
DAMN IT.
WHY'RE THEY ONLY AIMING FOR SAFETY BUNTS?
I...
I'M SORRY.
DON'T WORRY, SUGI!
puff
I GET WHY YOU RUSHED IT.
HE'S DONE THREE SAFETIES
One out!
HE WAS THE CLEANUP IN THEIR LAST GAME.
HIS AVERAGE IS GOOD, TOO.
ALSO,
HIS POSITION WAS THIRD BASEMAN.
WHY IS HE AT FIRST TODAY?
LAST TIME, IT WAS HITS TO THE OUTFIELD, OR A STRIKE OUT, LIKE A TYPICAL CLEANUP HITTER
...
IN-JURED, MAYBE?

IT BOTHERED ME, WONDERING WHY THEY SWITCHED UP THE POSITIONS SO MUCH,
BUT WHAT IF THERE REALLY WERE A REASON WHY THEY MOVED THE THIRD BASEMAN TO FIRST?
THE LEFTY FIRST BASEMAN GOES TO RIGHT FIELD.
BATTING SECOND, SECOND BASEMAN, SAKAEGUCHI-KUN
MAYBE THE CENTER FIELDER HAD EXPERIENCE PLAYING THE INFIELD SO THEY MOVED HIM TO THIRD.
THE CAPTAIN AND ORIGINAL RIGHT FIELDER GOES TO CENTER
HOW ARE THEY MAKING IT WORK SO WELL?!
C'mon, let's go!
IF I..
HAD MADE THE BUNT, WE COULD HAVE SCORED
MI-HASHI!
ARE YOU STILL HUNG UP ON THE BUNT EARLIER?
gasp
DON'T WORRY ABOUT IT!

HELP MAKE UP
GOING TO
FOR ME
USING HIS LEGS!
3
NEXT TIME!
I'LL GET IT
Y-
YEAH!
TA-JIMA-KUN
IS
grip
.....
WHISPER
YOU CAN DO IT
TA-JIMA-KUN
...?
SAKAE-GUCHI! KEEP IT GOING!
NOT "SAKAE-GUCHI-KUN"?
"TA-JIMA-KUN"
...

...DAMMIT, HE NOTICED ALREADY.
SECOND BASE IS NO GOOD!
gasp
sfx: WHAP WHAP
LET'S CHALLENGE THE BATTER!
PITCH-ER!
whish
sfx: SLIDE
WHAP

BUT IF THERE ARE ANY ERRORS, THEY'LL STILL SCORE ONE RUN EVEN IF THEY DON'T GET A HIT,
AND THROW BACK HOME
I'VE GOT TOO MANY THINGS TO WORRY ABOUT, AND HAVING RUNNERS ON FIRST AND THIRD DOESN'T HELP!
AND THE SECOND BATTER WILL JUST DROP A BUNT
YOU'D STILL THROW IT TO SECOND IF HE RAN, DAICHI
EVEN IF YOU SAY THAT,
whap
AND TAI-SAN WOULD THEN MAKE A CUT
THEN THE GUY ON THIRD WOULD TAKE OFF,

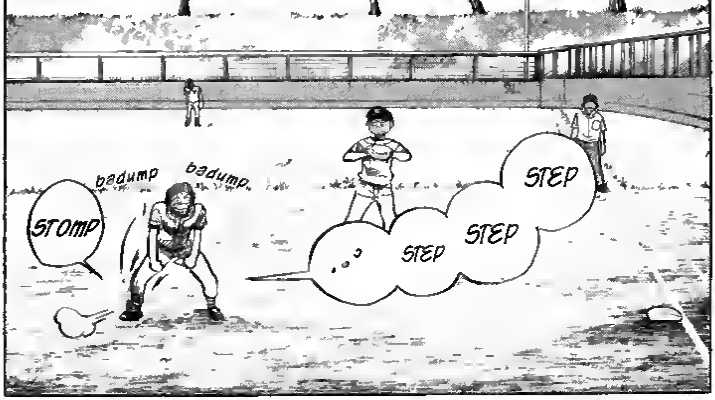

GO AHEAD AND LET HIM ON!
ICCHAN!

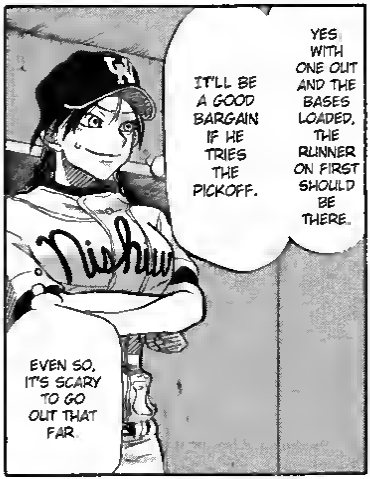
sfx nod nod

WE DID GET A DOUBLE PLAY EARLIER WHEN THE BASES WERE LOADED.
WELL, I GUESS
HE HIT A TRIPLE IN THE FIRST INNING
BUT UP NEXT IS THE THIRD BATTER

SOMETIMES, ICCHAN HAS TROUBLE THINKING STRAIGHT WHEN THE RUNNERS START TRYING TO STEAL.
He hates having runners on first and third
I WANTED TO GET A HEAD-START ON RUNS SO I DECIDED WE SHOULD BAT FIRST,
BUT WHEN THE RUNNERS KEEP GETTING HUGE LEADS, IT'S BAD
IT'S BETTER IF I DON'T WORRY ABOUT A SQUEEZE OR A STEAL.
HMM
WAS THAT ON PURPOSE?
BALL FOUR!
BALL!
BATTING THIRD, THIRD BASEMAN, IZUMI-KUN.
SAKAEGUCHI!

KEEP GOING!
step
step
YEAH?
GO OUT FARTHER!
KEEP GOING!
step
OKAY!
KEEP GOING!
KEEP GOING!
step
S-
step
GO FARTHER OUT!
KEEP GOING!
KEEP GOING!
UH...


badump badump
STOMP
STEP
STEP
STEP

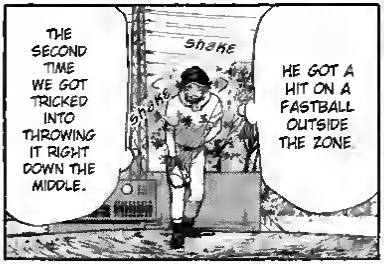

IT'LL BE A GOOD BARGAIN IF HE TRIES THE PICKOFF.
YES, WITH ONE OUT AND THE BASES LOADED, THE RUNNER ON FIRST SHOULD BE THERE.
EVEN SO, IT'S SCARY TO GO OUT THAT FAR.

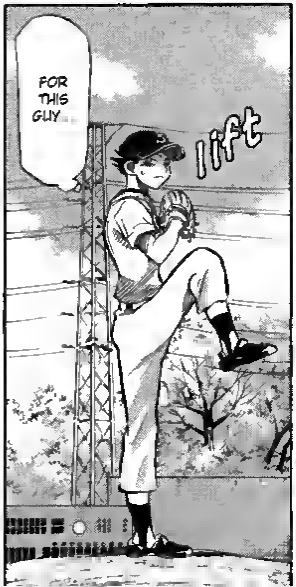
RIGHT THERE!
YEAH!

GOT IT!
grip
EVEN IF YOU POP IT TO THE OUTFIELD, THAT'S STILL ONE POINT!
OKAY, LET'S SCORE SOME RUNS!

PROBABLY BECAUSE HE CAN ONLY HIT FAR ON THAT SIDE...
THE RIGHT THIS TIME...
shake
shake

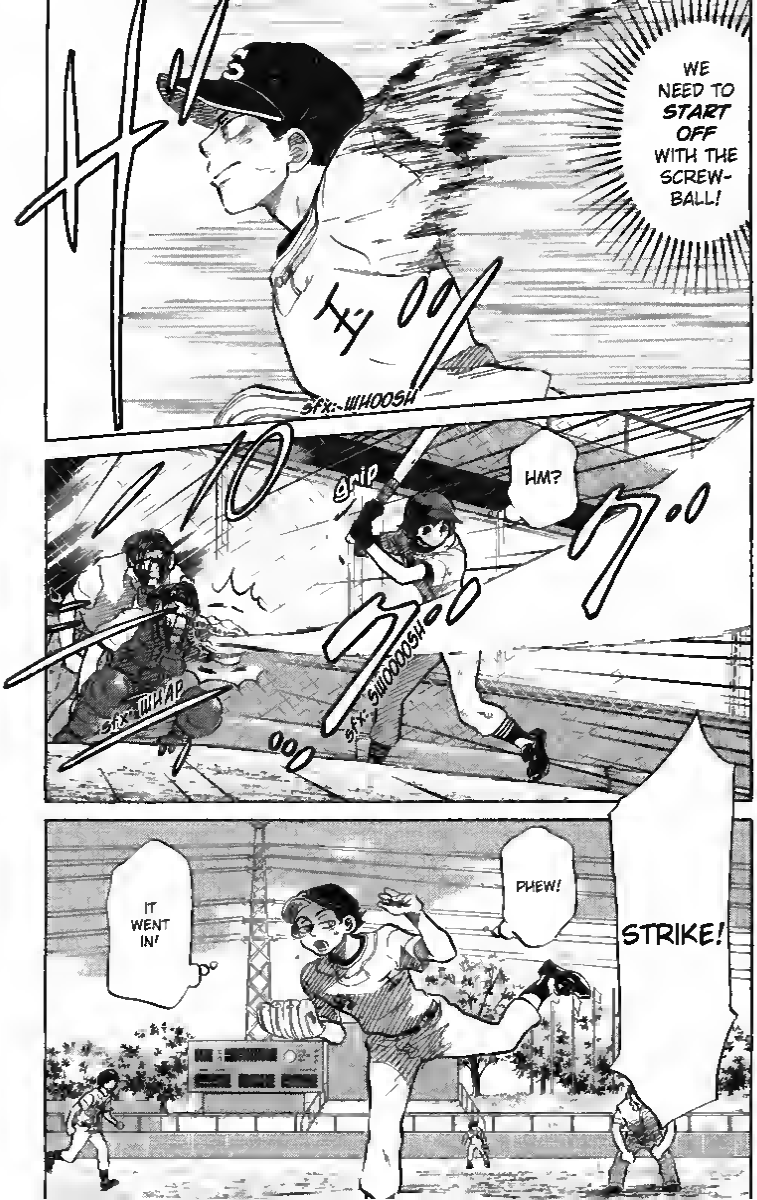
READY!

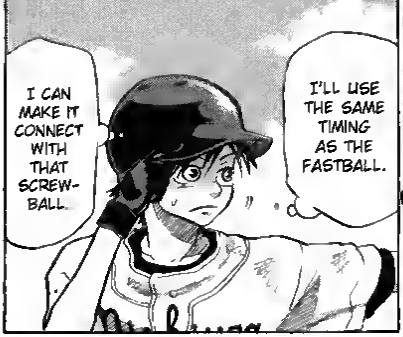

THE SECOND TIME WE GOT TRICKED INTO THROWING IT RIGHT DOWN THE MIDDLE.
HE GOT A HIT ON A FASTBALL OUTSIDE THE ZONE.
shake
shake


FOR THIS GUY...
lift

MAYBE THIS...
tap

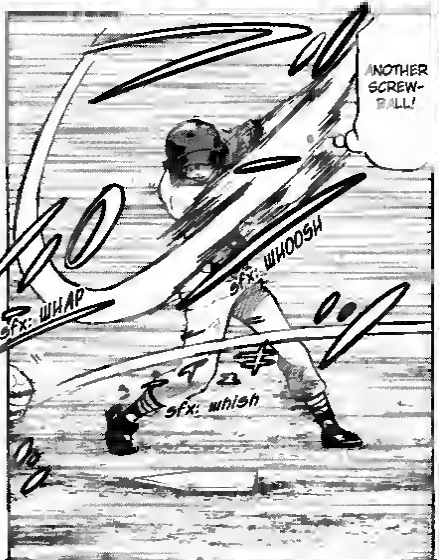
YES!
nod


WE NEED TO START OFF WITH THE SCREW-BALL!
SFX:-WHOOSH
HM?
Grip
SFX:-SWOOOSH
SFX:-WHAP
STRIKE!
PHEW!
IT WENT IN!


I CAN MAKE IT CONNECT WITH THAT SCREW-BALL.
I'LL USE THE SAME TIMING AS THE FASTBALL.

NICE PITCH!
FINALLY, HE THREW THE SCREW-BALL.
WILL HE KEEP IT UP?

I'LL LEAVE THE REST OF THE RUNNERS TO HANA!
AN OUTFIELD FLY WILL GET ONE RUN.
grip


ANOTHER SCREW-BALL!
sfx: WHAP
sfx: WHOOSH
sfx: whish

HE STOPPED HIS BAT.
I'LL TRY ONE MORE...
lift

JUST A LITTLE ON THE OUTSIDE...
shift
lift...

THE BAT CAN'T REACH IT.
HE THREW IT OUTSIDE.
Nice pitching!
THIS TIME, HE SWUNG AT IT!
STEP
GOTTA AVOID ANOTHER DOUBLE PLAY WITH THE BASES LOADED, TOO.
IT'LL BE BAD IF HE THROWS ANOTHER ONE LIKE THAT
NOW I'M BEHIND IN THE COUNT
SQUEEZE
SQUEEZE

sfx BADUMP

RUNNER ON THIRD!
badump
IZUMI!

I'VE REALIZED THAT I DON'T REALLY HAVE TO LOOK AT THIRD BASE
SO IT'S FINE
WELL, AT LEAST
Not while you're on base
I DON'T NEED YOU GRINNING AT ME
GRUMP
sfx SMILE
sfx grip
I'LL SWITCH OUT FOR A FAST-BALL.
SO I WON'T PAY MUCH ATTENTION TO CONTROL.
THE COUNT IS AT 2-0,
THE TIMING WAS RIGHT!
I'LL TELL MYSELF THE SAME THING AS I DID DURING THE SECOND PITCH
ALL RIGHT,
sfx WHOOSH
A FULL-SPEED PITCH!

FAST-BALL!
USE THE SAME SWING!
sfx: CLANK
ALL RIGHT!
CHANCE FOR A DOUBLE PLAY!
sfx: BOUNCE

sfx: SLEP
sfx: SHFF
sfx: WHAP
WHOA, WHAT?!
sfx: BAM
sfx: SLIDE
sfx: WHOOSH
THEY'VE GOT A RUN!
AT LEAST ONE OUT AT FIRST!

SAWA!
OUT!
SERI-OUSLY ?!
GET IT TO HOME!
THE RUNNER ON SECOND'S GOING, TOO!
SFX: WHAP
SFX: DASH

SLIDE IN!
TAJIMA!
RIGHT!
GO RIGHT!
sfx: WHOOSH
sfx: WHAP
sfx: twist
sfx: WHAM
tap

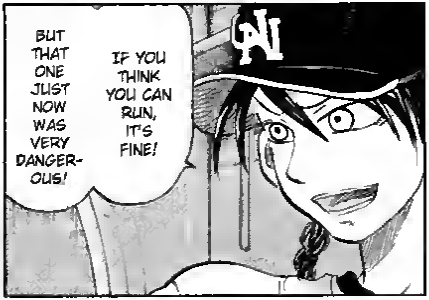
SAFE!
SAFE!
SFX: SLIDE
caption HEAH!
JIMA-
TA-
KUN!
THAT'S SIX!

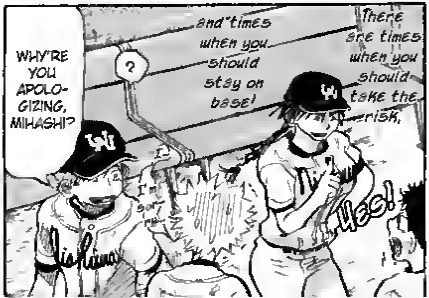
SO...
SEE?
COOL!

YEAH!
WE DID IT!

sfx: grab
ONE SECOND.
WAIT JUST

IT REALLY WAS CUTTING IT TOO CLOSE.
WELL, IT WAS TAJIMA, SO THEY DID IT BECAUSE THERE WAS A GOOD CHANCE IT'D WORK.


IF YOU THINK YOU CAN RUN, IT'S FINE!
BUT THAT ONE JUST NOW WAS VERY DANGER-OUS!


There are times when you should take the risk,
and times when you should stay on base!
WHY'RE YOU APOLO-GIZING, MIHASHI?
?
I'm sorry!
Yes!

AND MOMOKAN PUTS IT LIKE THAT, TOO...
...
Nishinna
IS IT BE-CAUSE
THEY CAN'T RELY ON ME?
YOU CAN DO IT
TA-JIMA-KUN ...

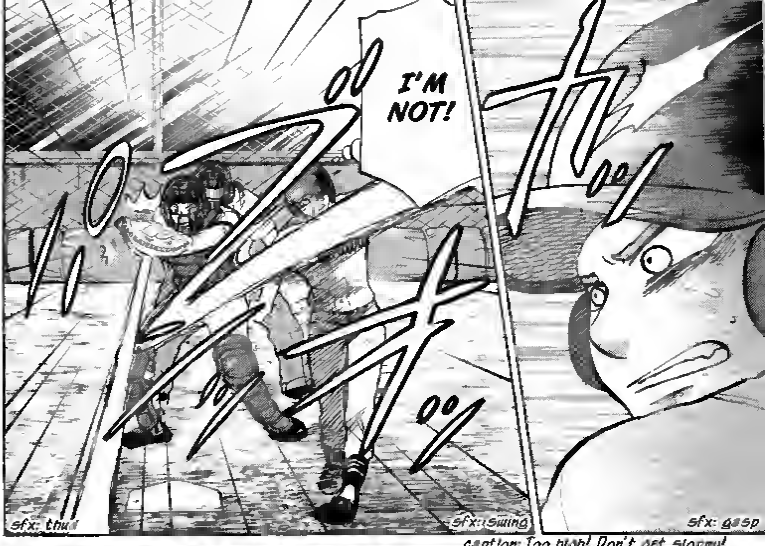
EVEN WHEN HE'S HURT, THEY COUNT ON TAJIMA FOR EVERYTHING.
EVEN TODAY, THE REAL CLEANUP HITTER... ISN'T ACTUALLY ME.
Nishiura

OH?
NISHIURA'S FLATTENING THEM.

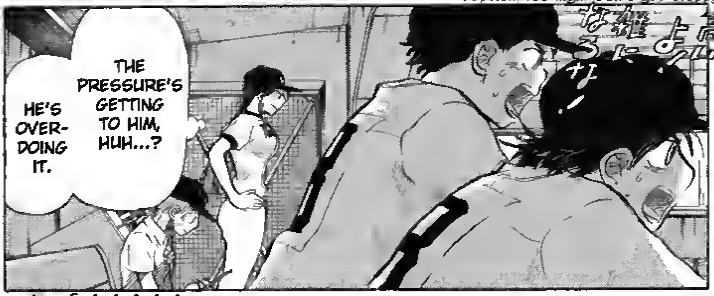
GOOD JOB ON THAT GAME!
COACH NAKA-ZAWA!
click
HEY.
TOWER
I GOT A TEXT JUST NOW.
YOU HEARD ALREADY?
YOU PASSED THE FOURTH ROUND!
FOURTH ...
HANAI?
BATTING FOURTH, CENTER FIELDER, HANAI-KUN.
SHE SHOULD BE IN THE STANDS.
MY SON ISN'T EVEN IN THE DUGOUT, THOUGH
YOUR WIFE IS OVER THERE TODAY?
caption. Ah! Hahahahaha!
IT'S ONLY NATUR-AL!
HAHA! WELL, OF COURSE!
BUT YOUR SON MADE YOU GO!

JERSEY
#9.
exhale
夢の

TWO OUTS, RUNNER ON SECOND.
BOTTOM OF THE FOURTH.
I HAVE TO HIT IT.
SQUEEZE
IF HE HITS, GO!
SAKAEGUCHI, TWO OUTS!
I CAN'T KEEP THINKING I CAN DO IT ALL MYSELF.
clench
EVEN IF IT'S JUST A SINGLE TO KEEP IT GOING.
SATISFIED.
DON'T FEEL



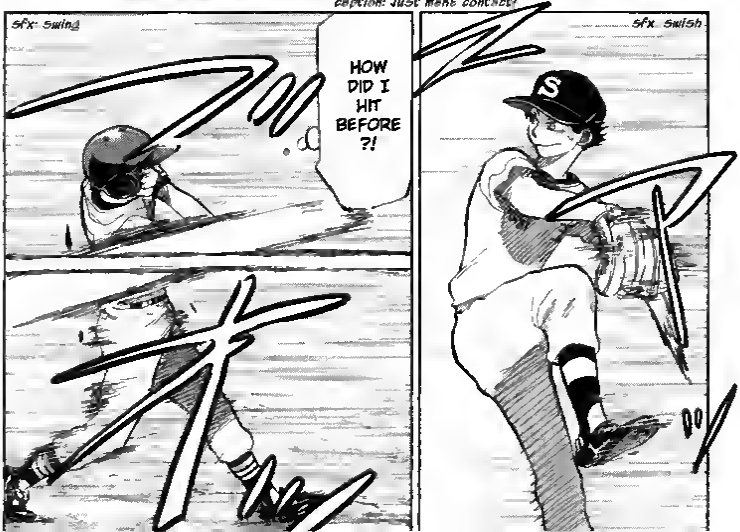
caption: Too high! Don't get sloppy!



caption: Fu fu fu fu fu fu

GET A HOLD OF YOURSELF!
EVEN THOUGH IT SEEMS THAT EVERYTHING'S MOVING ALONG AS USUAL,
SOMEHOW, IT'S NOT WORKING OUT...
I GET ALL SELF-CONSCIOUS AND SCREW UP.
I THOUGHT I'D SHAKEN OFF THE PRESSURE
OF BEING THE CLEANUP AFTER JUNIOR HIGH!

caption: Just make contact!



I KEEP WHIFFING IT...
I LOOK SO LAME.
clap clap clap
You're too stiff! Don't overdo it!
ALWAYS SO UNCOM-FORTABLE TO BE IN?
WAS THE BATTER'S BOX
sfx: flip
WHY AM I WORRY-ING NOW...
grind
IT'S NORMAL TO HAVE THREE OUTS IN A ROW SOME-TIMES!
AM I STUPID ?!
...NO,
IF I HIT A .040, THAT'LL BE A GOOD RECORD!
caption: Two outs! Two outs!

SWING WIDE! GIVE IT SOME SPACE!
sfx: BADump
BATTING RIGHT MEANS I CAN SEE RIGHT INTO THE DUG-OUT...
Squeeze
sfx: swoosh
badump
badump
badump
DAMMIT, TAJIMA!

JUST TURN THE OTHER WAY, WILL YA?!
sfx: swing
sfx: thud
YEAH
caption: Just move along! Hana! Don't worry about it!
ONE MORE DRINK.
YEAH!
Nice pitch!

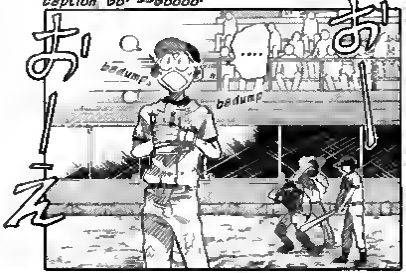
looks
looks
turn
?!
I DIDN'T SCORE THE SEVENTH RUN.
SORRY, MIHASHI,
bump
slip
TODAY'S CALLED GAME'S FOR YOUR SAKE, RIGHT?
WHAT?
I'M SAYING I BLEW OUR BIG CHANCE.
IT'S NOT YOU.
MISSED THE BUNT.
I
B-
BUT
NOW I FEEL EMBARRASSED AGAIN.
AH, DAMN.
I-
BUT...

...
He even shocked himself
I SAID IT'S NOT YOU!!
I-
sfx: SHOCK
MIHASHI!
HURRY UP!
LET'S GO.
... ER. AH ...
pat
sfx: freeze
... OH, MAN...

AH--
WAI--
sfx: DASH
AAAH!
BWA-
!!
sfx: jolt
....
LOOKS LIKE IT'S REALLY GETTING TO HIM.
SHOULD I SAY SOME-THING?
NO, I SHOULD KEEP QUIET.
HE'LL START COLLECTING HIMSELF AGAIN ON HIS OWN.
I WON'T INTER-FERE, THEN!
CREAK

...I REALLY SCREWED UP BACK THERE ..
trot
trot
THE MATCH IS GOING WELL!
Chiba
glance
IS HIS PITCHING OKAY?
AFTER THIS INNING, IT'S FIELD MAINTENANCE.
clench
badump
I'LL TALK TO HIM THEN.
badump
Ugh
....
IT SHOULD BE FINE.
I JUST RAISED MY VOICE,
I DIDN'T SAY ANYTHING WRONG.
trot
trot
....
clench

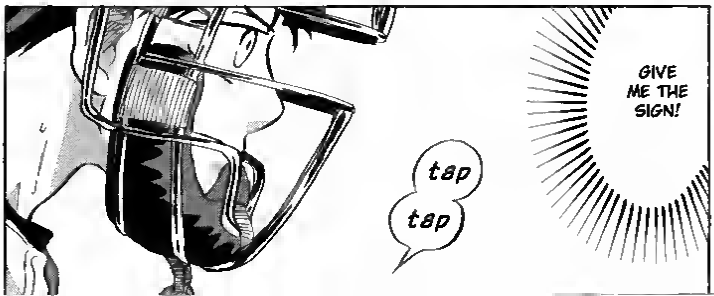
caption Go! --Goooo!



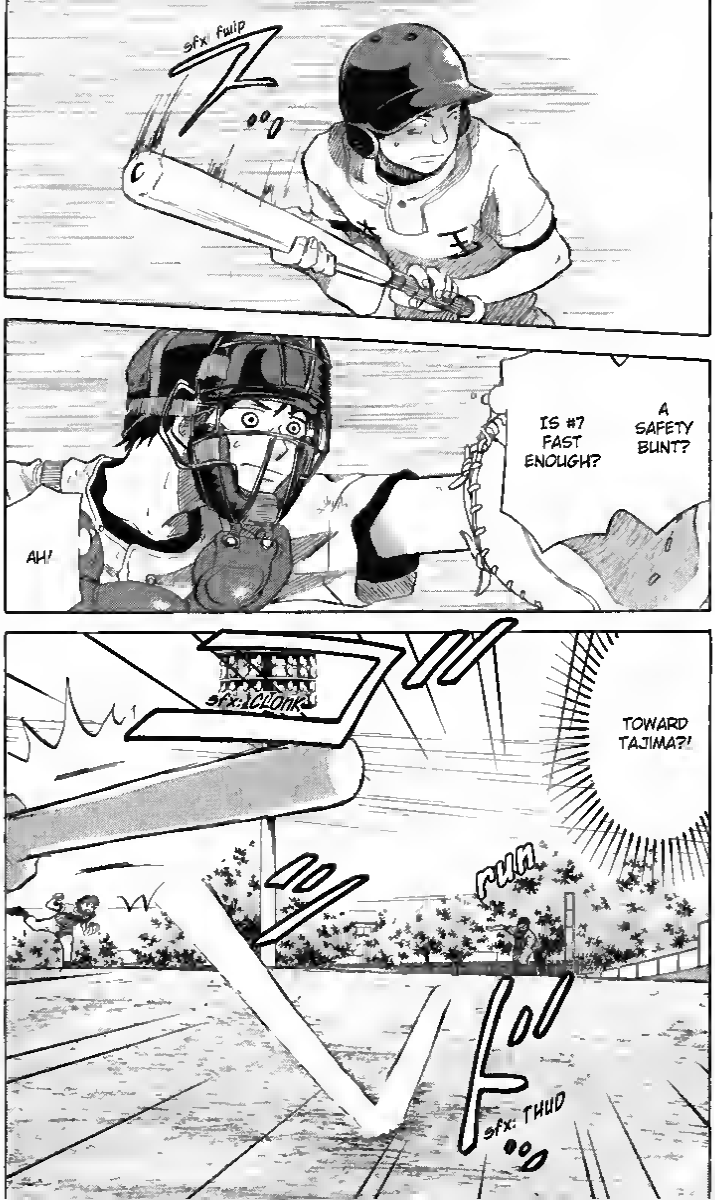
TOP OF THE FIFTH, SAKITAMA AT-BAT.
IT'S FINE.
THIS #1.
IT'S NOT A FAVOR.
....
inhaaalé
I FRUS-TRATED HIM A LITTLE, THAT'S ALL.
inhaaalé

sfx turn

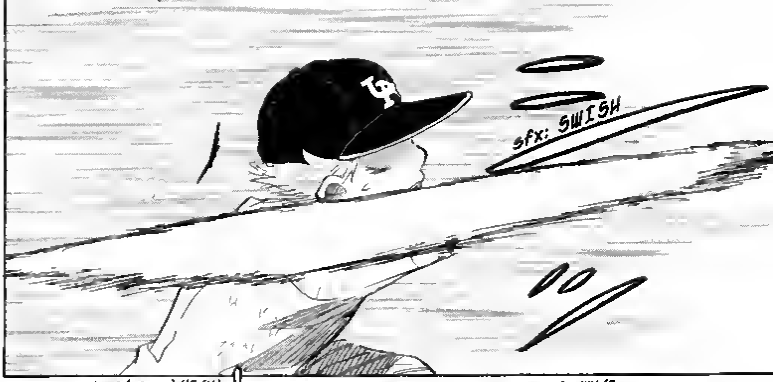
ABE-KUN WILL


GIVE ME THE SIGN!
tap
tap

IF HE'S GETTING INJURED AT THE START OF THE TOURNAMENT,
THEN TAJIMA ISN'T REALLY ALL THAT.
SO THE LINEUP CHANGE IS BECAUSE SOMETHING'S UP WITH TAJIMA, THEN?
THREE .... BUNTS IN A ROW.
BATTING SEVENTH, SECOND BASEMAN, HARADA-KUN.
IF THEY REALIZE IT BUT CAN'T DO ANYTHING, THEN THEY'RE SUPER RETARDED!
IF THEY HAVEN'T, IT'S PROOF THAT THEY'RE RETARDED.
DOES SAKI-TAMA REALIZE IT?
SFX: LIFT
SFX: SWOOSH

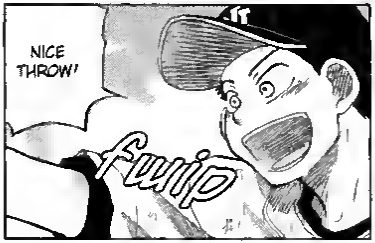

SFX: FWIP
A SAFETY BUNT?
IS #7 FAST ENOUGH?
AH!
SFX: KLONK
TOWARD TAJIMA?!
RUN
SFX: THUD

MIHASHI!
HERE!
SFX: DASH
TO FIRST! YOU CAN MAKE IT!
BAM
STEP
SFX: SMACK
SFX: FLICK
SFX: SMACK


sfx: SWISH

caption (middle) YEAH!
clap
clap
clap
clap
clap
caption: Amazing! How cool!

sfx: WHAP
OUT!


NICE THROW!
fwip

FIRST BASE!
fwap
GOOD JOB,

IT'S TRUE...
THAT FIRST BASEMAN...
THERE'S DEFINITELY SOMETHING WEIRD THERE.
SAWAMURA!
Sniff
Sniff
IF BUNTS DON'T WORK, HIT IT BETWEEN FIRST AND SECOND!

BATTING EIGHTH, FIRST BASEMAN, SAWAMURA-KUN
HIT A SLOW GROUNDER AND TAKE FIRST!
grab
One, two!
HE CAN'T THROW BACK TO BASE...
THAT'S A DETAILED ORDER.
THE BALL'S SLOW, THOUGH, SO I'LL BE ABLE TO GET A FEEL FOR THE KNOCK.
WAS THAT A COINCIDENCE, OR WAS IT ON PURPOSE?
EITHER WAY, THEY'VE FIGURED OUT THAT TAJIMA'S INJURED.

I DON'T WANT IT TO GO OUTSIDE AND INCREASE THE PITCH COUNT.
IT'S FINE IF IT'S ON THE INSIDE, BUT...
THE BATTER'S FOCUS IS ON FIRST BASE, TOO
WHICH MEANS THE BALL WON'T FLY WELL, SO I WANT TO AVOID THAT.
BUNTING THE "STRAIGHT" WILL MAKE IT POP UP,
OPPOSITE OF TOSEI
SFX: WHAP WHAP
BRING IT ON!
C'MON!
WE CAN'T LET YOUR INJURY GET ANY WORSE.
WHAT DO YOU THINK YOU'RE DOING? YOU CAN'T THROW.
Come to first!

GO ON AND HIT IT!
...
HE KNOWS THAT MOST OF ALL.
tap
I'LL TRUST HIM, THEN!
THROW
straighten
AN OUTSIDE
lift
sfx: SWOOSH
CURVE-BALL!

ERGH!
SFX: CLONK
JUST TIPPED IT!
THUMP
NICE ONE, SAWA!
YEAH!
WHOA!

FIRST BASE IS ON!
SFX: RUN
SFX: SMACK
IT'S TOO FAR!
CRAP!
SFX: BAM
DON'T THROW IT, TAJIMA!
SFX: WHOOSH

WHY DIDN'T HE THROW IT?!
EH?!
SAWA, HURRY!
sfx DASH
Goooooo!
sfx RUN
sfx SLIDE

NICE JOB, FIRST BASE!
NICE-
OUT!
Stagger
Stagger
NICE PITCHING!
Flick
Run
Here!
OH
HERE.
Pat

Two outs!
pat
pat
pooooh
THAT WAS SO COOL!
TH-
Even when it's his achievement, he still praises the pitcher!♡
THE BALL WENT TO A GOOD SPOT, BUT...
DAMMIT, WE WERE SO CLOSE!
Icchan, hit it!
BATTING NINTH, PITCHER, ICHIHARA-KUN
WE HAVEN'T TAKEN ADVAN-TAGE OF IT!
I'M POSITIVE THERE'S SOMETHING OFF ABOUT THE FIRST BASEMAN, BUT...
Two outs!

IF WE COULD JUST GET ONE PERSON ON BASE, WE COULD MAKE SOMETHING HAPPEN—!
NO TAI-SAN, INSTRUCTIONS?
AIM FOR FIRST, MAYBE?
SHOULD I JUST HIT LIKE SUGI DID?
tap tap
sfx: SWOOSH
sfx: WHIZZ
sfx: SWING
HERE'S A GOOD ONE!

FOUL
NOW IT'S 1-0.
SFX: CRACK
WHA-
SFX: DASH
NO WAY!
SFX: CLANG

...
OUT!
sfx: land
catch
caption: Wow, amazing!
NICE ONE, FIRST BASE!

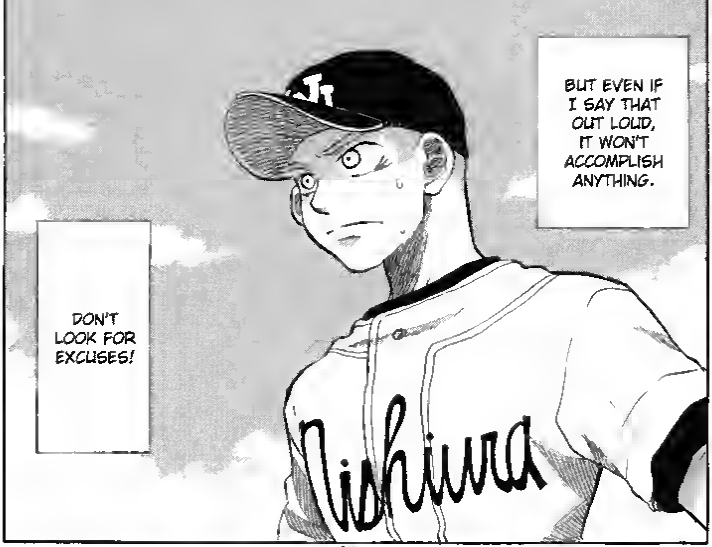
ONE GUY GOT THREE OUTS
THAT SHRIMP HAS AN AMAZING SENSE FOR BASEBALL.
THAT WAS IMPRESSIVE.
...
caption: flies job first base!
I GUESS I DON'T HAVE TO WORRY.
MIHASHI'S NOT WORN OUT AT ALL.
IT WAS OVER WITH THREE PITCHES
TAJIMA... HE'S GREAT AT FIELDING, TOO.

IF IT'S MIHASHI, HE WON'T BE TOLD NOT TO BE SATISFIED
HANAI, NEED THIS?
YEAH
EVEN HE AND MIHASHI AREN'T SATISFIED WITH THE WAY THEY ARE NOW.
I'LL SPRAY IT FOR YOU

LIKE TALENT,
OR PERSONALITY,

OR ANYTHING ELSE

EVEN I... IT'S NOT LIKE I'M SATISFIED
grip
IS THERE SOMETHING DIFFERENT
BETWEEN ME AND THEM?
clack


BUT EVEN IF I SAY THAT OUT LOUD, IT WON'T ACCOMPLISH ANYTHING.
DON'T LOOK FOR EXCUSES!
Nishiura

SFX: whap
BALL FOUR!
step

HANAI-KUN IS A SPECIAL CASE,
Don't worry about it!
pat
whish
SO...
FIRST ONE'S ON BASE.
Nice!
Nice
A SEND-OFF BUNT. RIGHT.
grip
EVEN IF WE HAVE THE ADVANTAGE, WE WON'T PLAY CARE-LESSLY...!
lift
shift
IF WE GET ONE MORE RUN IN, THE CALLED GAME WILL BE IN SIGHT.

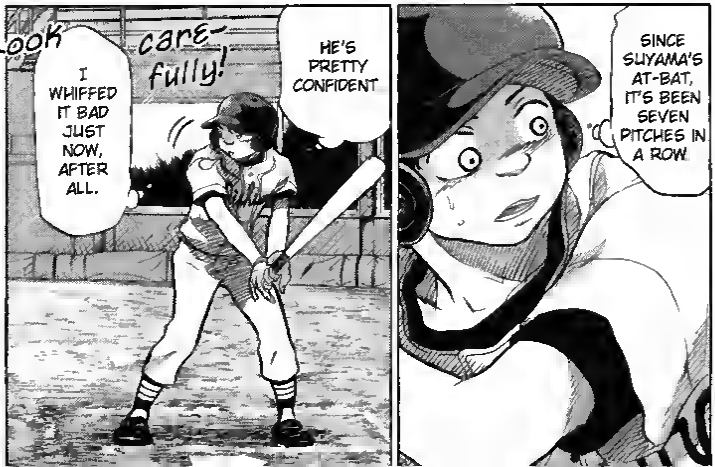
sfx: whoosh
sfx: whoooosh
sfx: clank
OH
CRAP!

pat
A SCREW BALL, HUH?
IF IT'S OUTSIDE, WATCH CLOSELY.
pat
FOUL!
bounce
THE FOURTH PITCH TO SUYAMA-KUN WAS A SCREW-BALL, TOO, AFTER ALL..
sfx: whap
STRIKE!
UGH.
DAMN.
sfx

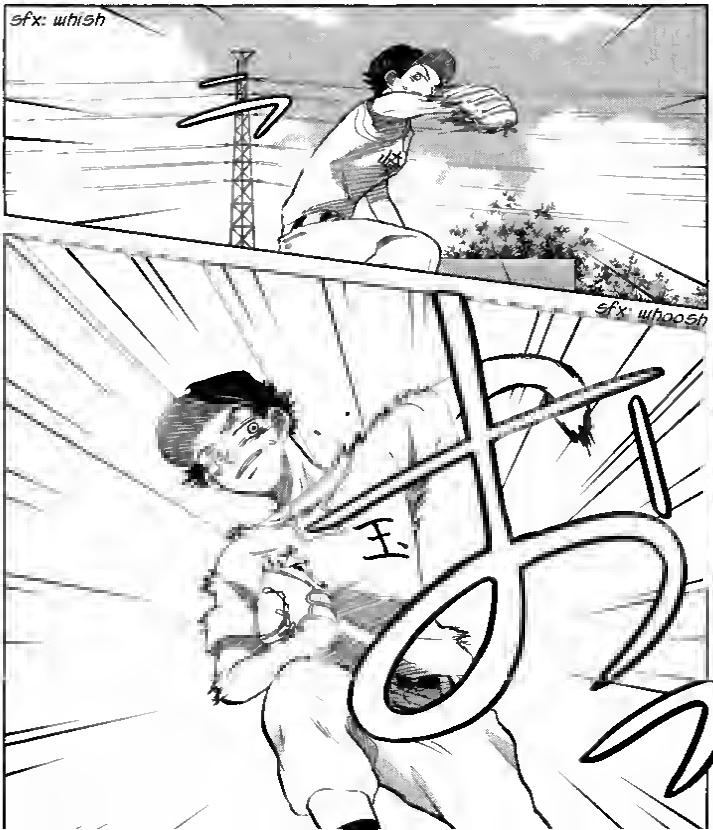
sfx: whoosh
BUT, I EXPECT THE NEXT ONE WON'T BE A SCREW..
FOUR CONSECUTIVE SCREWS?
WITH THIS, WE'VE BEEN CORNERED
sfx: whap
sfx: clink
CLANK

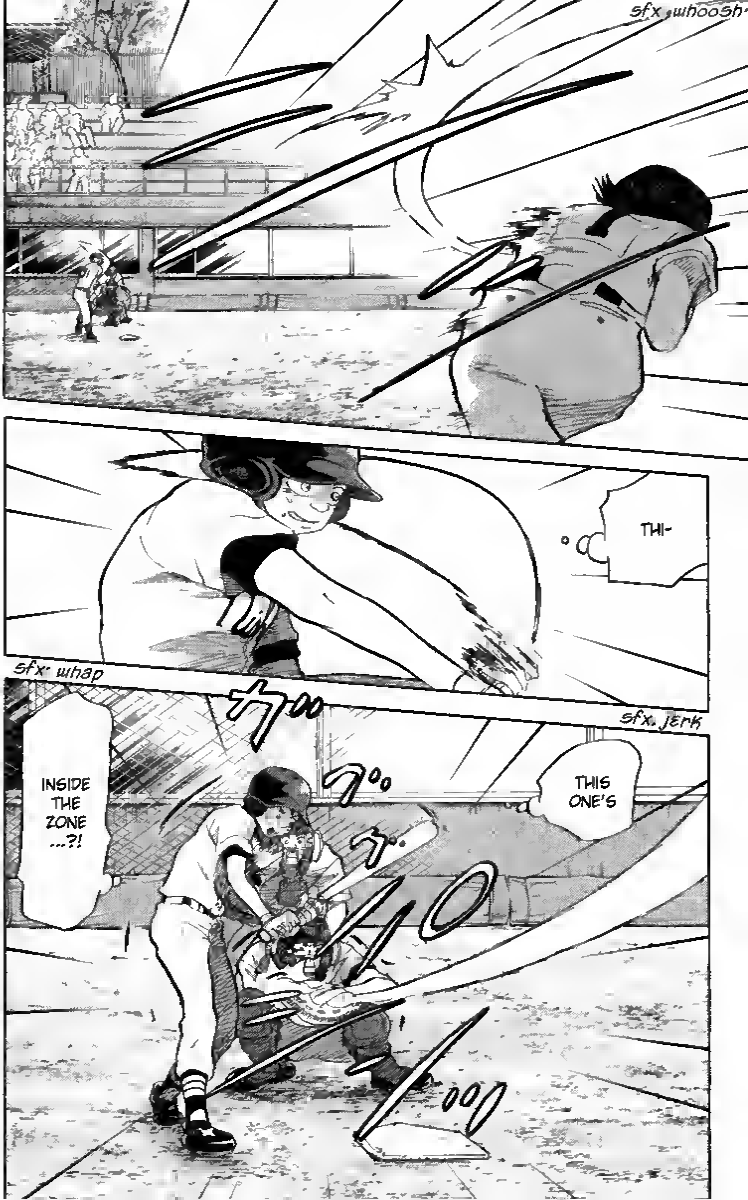
THEY DIDN'T GET THE POINT
NICE CATCH!
STRIKE!
One out!
IF THEY GOT ONE MORE RUN, THERE'D REALLY BE A CALLED GAME.
TCH...
HE STILL CAUGHT IT.
I WANT TO EXTEND THIS GAME, EVEN A LITTLE.
glance
Nice pitch!
THERE'S NO "NEXT MATCH" FOR TAI-SAN.

sfx: whiff
sfx. whap
UGH.
SCREW BALL!
whoosh
sfx. whoosh
I'LL KEEP PITCHING MY SCREWBALL!
sfx. whap
sfx. whiff
AN-OTHER ONE?
WHA-
3


Look
I WHIFFED IT BAD JUST NOW, AFTER ALL.
care-fully!
HE'S PRETTY CONFIDENT
SINCE SUYAMA'S AT-BAT, IT'S BEEN SEVEN PITCHES IN A ROW.

IF YOU CHOOSE CAREFULLY, IT'S POSSIBLE TO GET A WALK OFF HIS SCREWBALLS!
ooo !
I WONDER IF THE NEXT'LL BE THE SAME.


sfx: whish
sfx: whoosh


sfx: whoosh
THI-
sfx: whap
sfx: jerk
INSIDE THE ZONE ...?!
THIS ONE'S

sfx: toss
I WONDER IF ICCHAN-SENPAI'S ELBOW HURTS.
NICE PITCH!
BATTING EIGHTH, LEFT FIELDER, MIZUTANI-KUN.
EVEN DURING PRACTICE, HE COULD ONLY PITCH TEN OF THEM IN A ROW.
STRIKE!
YES! TWO OUTS!
Nice pitch!
sfx: step

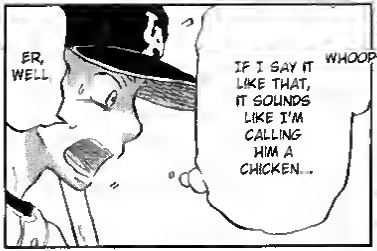
BUT IN THE NEXT INNING, THE STARTING BATTERS SHOULD GET THE HANG OF IT.
OUR LOWER BATTERS WILL HAVE A HARD TIME NO MATTER WHAT,
PITCHING SCREWBALLS NOW BECAUSE THERE'S NO TIME LEFT, EH?
Just looking is fine!

THAT'LL BE HANAI-KUN'S LAST AT-BAT.
MOST LIKELY,
Strike!
whap
Nishiura
YOU'RE UNDER SO MUCH PRESSURE THAT YOU FORGOT TO SHOUT WHILE DOING THE RUNNER'S COACH!
SNAP OUT OF IT!
sfx: whap
STRIKE!

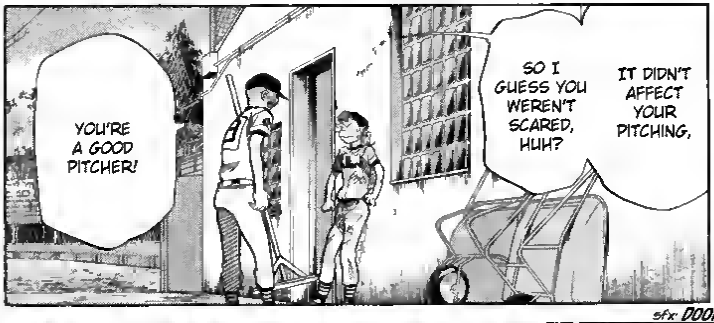
caption: Yeaaah!
4
5
BOTH TEAMS, PLEASE DO THE GROUND MAINTENANCE. THANK YOU.
caption: Yeaaah!
SFX: PHEW
AH!
ABOUT MI-HASHI ...
Ah
That's how mad I am.
Why is he going out for the ground maintenance?!
What for?!
Really, if he wasn't the pitcher I'd hit him a few times.

chit
chat
YOU CALM DOWN A BIT!
Oook'ay...
I'LL USE IT.
GIVE ME THE RAKE
twitch
shake
!
...
blah
blah
YOU DON'T HAVE TO GO.
AH, HE STOPPED
MI-HA-SHI!
yadda
yadda
Nishima
... A- SORRY BOUT EAR-LIER
I SHOULD SAY SOME-THING
.....
twitch
twitch
shake
shake

IF HE DOESN'T UNDERSTAND, THEN THAT FOLLOW-UP MEANS NOTHING...
AT THE END OF THE FOURTH INNING,
DIDN'T I YELL REALLY LOUD WHEN WE WERE IN THE DUGOUT?
...?
...?
Wah!
DOW
I'M APOLOGIZING FOR THAT.
OH.
O-
fidget fidget
YOU DIDN'T DO ANYTHING WRONG, SO...
I'M NOT
WHAT?
... AH
NO -- YOU'RE WRONG ..



sfx: jolt



sfx: DOOM

WHAT?
I'M NOT THAT GREAT.
N- NO, YOU REALLY ARE
Nishiura
Ah.
BUT ISN'T
TAJIMA-KUN BETTER THAN I AM?

IT'S HARD TO SAY, ISN'T IT?
BUT YOU DON'T KNOW HOW TO AVOID THE QUESTION
SORRY, BUT YOU'RE THE ONE WHO HAS TO TELL ME!
AH.
I SAID IT
BUT I'LL FEEL BETTER IF HE JUST TELLS ME STRAIGHT UP
...TA...
"TAJIMA-KUN."
TAJIMA-KUN
IS
GOING TO PITCH
...TOO?

I WOULDN'T COMPARE
IS IT JUST ME, OR AM I—
I..
IF TAJIMA -KUN WERE THE PITCH-ER
ooo Pitch -er ooo?
Nishiura
WHEN DID THIS BECOME ABOUT PITCHERS?
IF YOU WERE SERI-OUS ABOUT IT, I WOULD LOSE.
OKI-KUN, LEFT-HANDED
FAST PITCHES
HANA! -KUN,
NOT GETTING THROUGH AT ALL?
AND GEEZ, DON'T LEAVE WORDS OUT WHEN YOU SPEAK
BUT

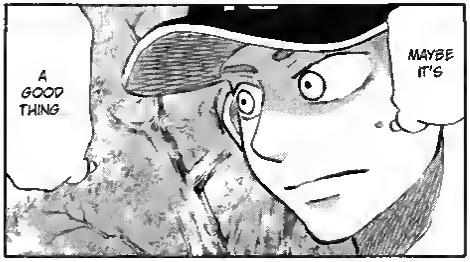
EVEN IF I CAN'T COM-PARE,
I-
I'M GOING TO PITCH
I-
IT'S NOT A FAVOR.

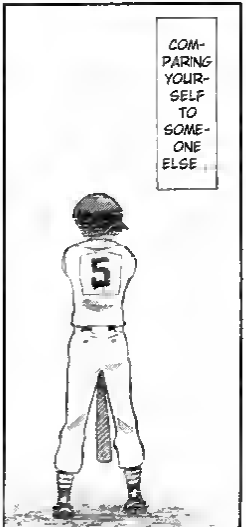
I WANT
TO KEEP MY #1,
SO-
SO I...

I'LL
FIGHT
FOR IT!
Ah
S-
SORRY,
I
fidget
fidget
KNOW
I
SHOULD
N'T

DOES MIHASHI STRUGGLE LIKE THIS EVERY DAY?
BUT I SHOULDN'T TELL HIM THAT
IT'S NOT LIKE OK! AND I ARE TRYING TO COMPETE WITH YOU
YOU'RE OUR TEAM'S ACE!
IT'S BETTER THIS WAY
IT'S BETTER FOR MIHASHI
IF HE FEELS THIS WAY

Nishiura


MAYBE IT'S A GOOD THING


COMPARING YOURSELF TO SOMEONE ELSE
5

HITTING OR FIELDING,
TAJIMA WAS ALWAYS THERE IN FRONT OF ME,
AND I WAS ALWAYS THINKING OF HOW TO SURPASS HIM.
5

I TELL MYSELF THAT "I HAVE TO SURPASS HIM NO MATTER WHAT!"
AND EVERY DAY,
THE CHALLENGE AND THE RESULTS GET HARDER AND HARDER TO BEAR.
IT'S... BETTER THAT WAY.

HANA!, YOU DIDN'T SWEEP THE FIELD!
sfx: yadda yadda
sfx: chatter chatter
sfx: BADump
sfx: blah blah
OH, SORRY. UH,
caption: Nevermind, let's go clean up!
IT'S JUST THAT THE TIMING WAS...

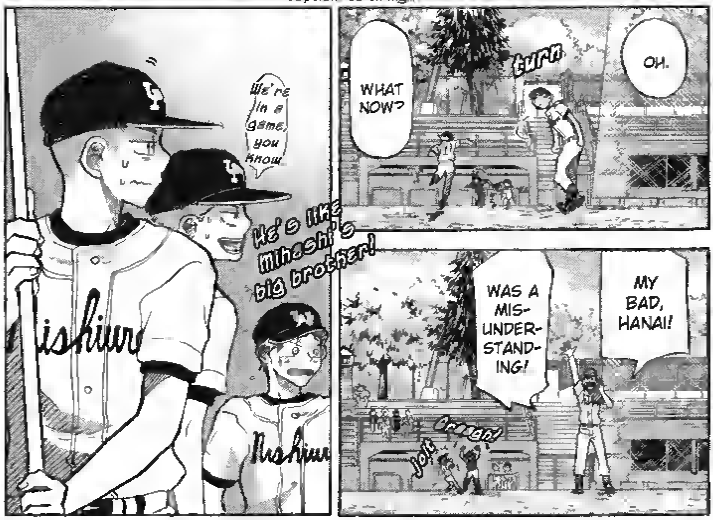
HEY!
DON'T PICK ON MIHASHI!
HUH?
sfx: WHAM
I-
WHAT?
?
?
sfx: BAM
HE'S.
NOT.
PICK-
ING.
ON.
ME!
sfx: badump

I'M STANDING UP FOR YOU!
WHAT?!
HE'S NOT-
PICK-ING ON ME!

sfx Rossar!

HEY..
OH, WHAT?
JUST A MISUNDER-STANDING!
YEAH!
A MISUNDER-STANDING!
sfx- Mooh!

caption: So tiring...



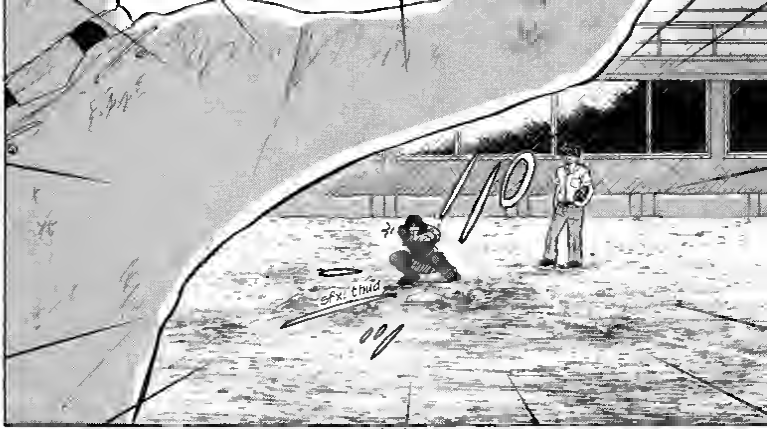
COMPETE ...
AGAINST TAJIMA!
I'M GONNA
sfx. YEAH!
LET'S SCORE OUR FIRST RUN!
JUST KEEP IT UP!
WE'RE STARTING WITH OUR LEADOFF!
WE'LL KEEP PLAYING UNTIL THE VERY END!

Yeah!
Yes, sir!
Yes, sir!
...
?
崎 玉
崎 玉
崎 玉
YEAH!
LET'S SCORE A RUN!
OKAY, LET'S GO!
Yeeeah!

DIDN'T HANAI TELL YOU TO COME RIGHT BACK?
??
WH-
WHAT?
TOLD
ME...?
DID YOU TWO TALK?
TALK ..? EH...
HANAI BULLIED MIHASHI!
Bwa ha ha ha!
THA-
sfx: dash!
caption THAT'S NOT TRUE!
GASP
I DON'T GET HIM AT ALL.
... TSK.
rebble
sfx: run

I...
DID HANAI-KUN
TALKED A LOT ABOUT MYSELF, BUT..
HAVE SOMETHING HE WANTED TO SAY?

TAJIMA-KUN
IS
SIGHS
I'VE
EVEN HANAI-KUN THINKS SO.
AMAZ-ING.
GOTTA DO MY BEST!
uuhi
ish.
REALLY, REALLY,


SFX: thud

SFX: full
THEY'RE DEFINITELY SWEATING IT.
IT'S BACK TO THE FIRST BATTER, BUT WITH THIS SCORE,

OKAY,
HE'S STILL FOCUSED.

SFX: smack
WITH MIHASHI LIKE THIS, WE CAN GET THEM OUT
Nishiura

SECOND BATTER, SUGITA, STRIKES OUT.
SFX: SWING
SFX: BAM!
TOP OF THE SIXTH INNING, SAITAMA AT BAT.
FIRST BATTER, TANAKA, HITS A GROUNDER TO THIRD.
SFX: CRACK
SFX: SMACK
...
CAP: Aaw
SFX: CRACK!
THIRD BATTER, FURUSAWA, HITS A FLY BALL TO FIRST.

GOOD TRY, ATSU-SHI!
I'M SORRY..
IT'S STILL EARLY!
STEP
STEP
...
?!
STEP
WE'LL GET IT ON DEFENSE!
...HEY!
tweet tweet
crilik crilik
TEAM
First!
Second!
Short-stop!
Third!

BOTTOM OF THE SIXTH INNING, NISHIURA AT BAT.
THEIR LEFTY NINTH BATTER IS FIRST.
Pitcher!
smack
1
PUT THIS GUY DOWN FIRST
nod
AND GO FROM THERE!
BATTING NINTH, PITCHER, MIHASHI-KUN
HE'LL THROW THE SCREW-BALL.
clench
TODAY'S CALLED GAME IS FOR YOU, RIGHT?

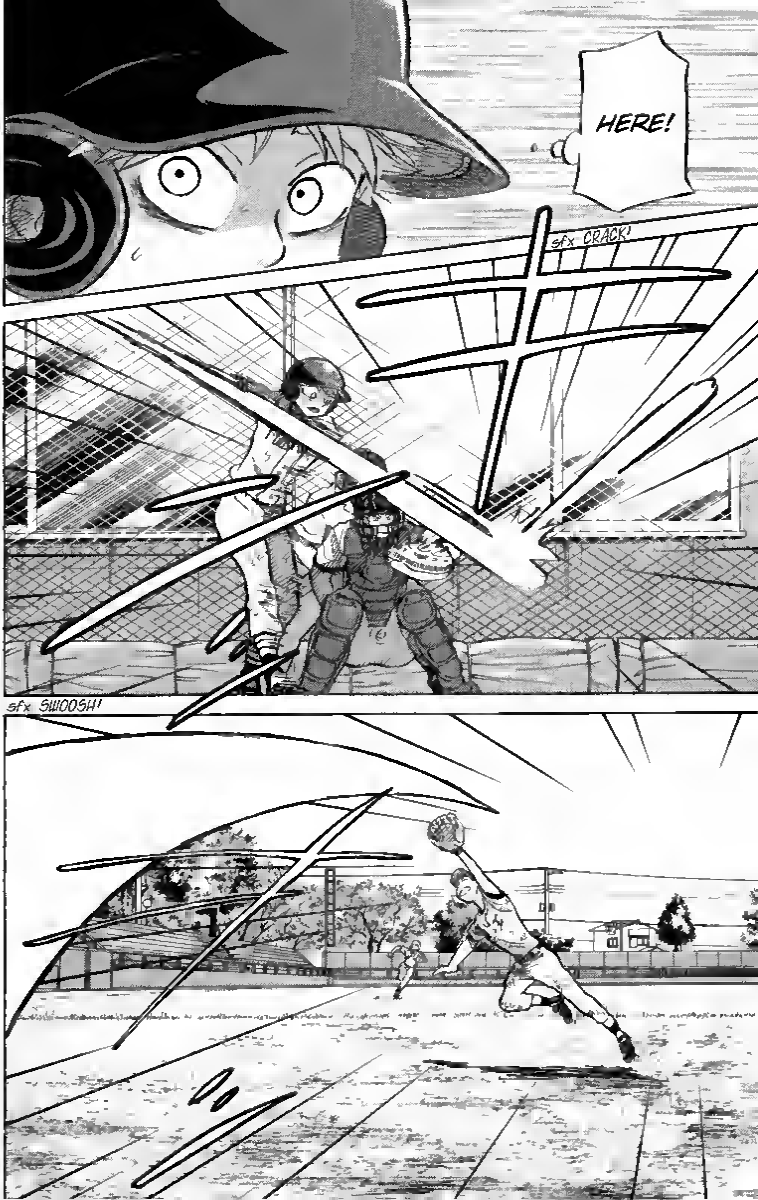
sfx freeze
PLAY, BALL!
I'LL GET ON BASE!
sfx thud
BALL!
IS REALLY HANGING OVER THE BASE
AH .. THIS GUY,
IT WAS OVER THE EDGE
AH...

MIHA-SHI!
thump!
QUIT FOOLING AROUND!
sfx: startle-jump startle jump

I GET THAT
drip
ABE-KUN IS JUST WORRIED ABOUT ME
drip
GET-TING HURT
sfx bend
....
THAT IDIOT!
sfx clatter

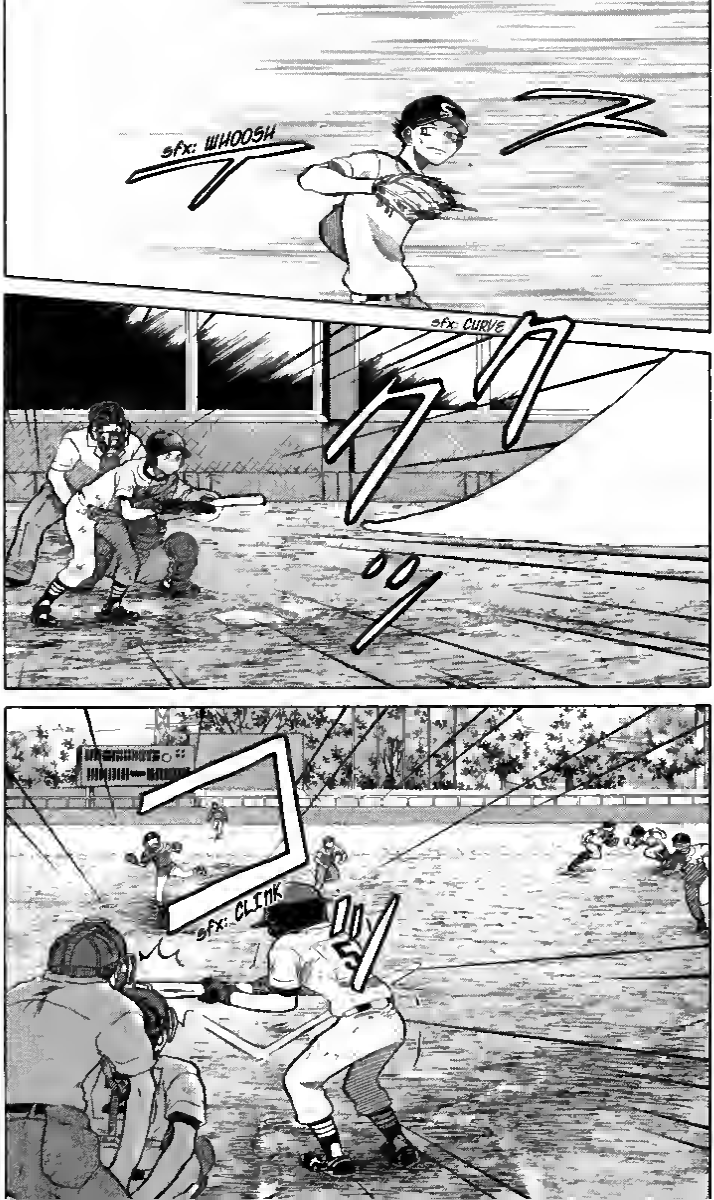
lift
sfx thud
BALL!
sfx bend
I GET IT NOW!
thump
thump
HE'S BOTHERED BY MY STANCE!
THIS BE-KUN, PITCH-ER IS
AVOID-ING
ME...
smack

I'LL QUIT THE SCREWBALLS AND THROW A STRIKE ON THE OUTSIDE CORNER.
pause
HE WON'T BE ABLE TO HIT IT LIKE THAT.
DON'T FALL APART NOW!
HE'S NOT GETTING A SIGN.
thump
thump
IF I WERE ON MY OWN LIKE HIM,
I'D THROW TO THE OUTSIDE,
WITH THE PITCH THAT'S EASIEST TO CONTROL...
FASTBALL
sfx: whoosh
GO IN!

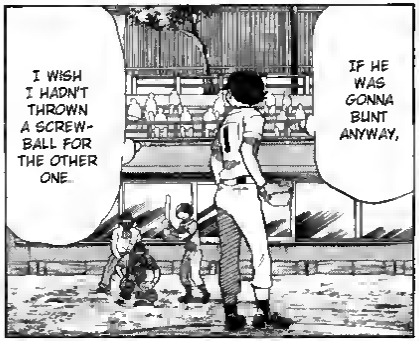

HERE!
sfx CRACK!
sfx SWOOSH!

WHOA!
NICE HIT!
I DID IT!
NO OUTS, RUNNER ON FIRST!
I- I HIT IT!
shuffle
nice pitch!
THE FIRST PRIORITY IS ADVANCING THE RUNNER!
pat
IT'S MIHASHI-KUN, SO BE CAREFUL!
BATTING FIRST, FIRST BASEMAN, TAJIMA-KUN
grab

First!
swish
HE CAN ONLY BUNT.
GO!
nod
IF ONLY I KNEW ABOUT THIS GUY'S PROBLEM FROM THE START...
flicks
tap
A SCREW-BALL EVEN IF HE'S BUNTING?
WILL THAT WORK?
straight
IT'S BECAUSE ANYTHING ELSE MIGHT NOT WORK OUT.


sfx: WHOOSH
sfx: CURVE
sfx: CLINK

trot
THANKS!
NICE BUNT!
Nishino
trot
ONE OUT, MAN ON SECOND.
OUT!
SMASH!
trot
..
DAMMIT.
SFX: STEP
SFX: SLIDE
GOING BY THAT, THE MOST LIKELY WAY TO SCORE A POINT IS BY HAVING SAKAEGUCHI-KUN BUNT AND IZUMI-KUN HIT.
pat
SAKAEGUCHI-KUN HAS A HIT, A SACRIFICE FLY, AND A WALK.
IZUMI-KUN HAS TWO HITS, INCLUDING THE TRIPLE
grab
SORRY IF YOU DON'T GET TO BE A HERO
HANAI-KUN,
Hehe.
pat
Hehehehe.
LET'S GET THE POINT FOR A CALLED GAME.
pat
pat



caption Just play as usual!

lead
lead
I CAN'T LOSE IT HERE.
S
shuffle
shuffle
THE SECOND ONE!
sfx: CLINK
sfx: bam
Shff
IF THE PITCHER LOSES IT,
THERE IS NO GAME
caption: First!
1
2
SLIDE
TWO OUTS, THIRD BASE!

RUNNER ON THIRD!
IF HE MAKES IT,
IT'LL BE THE SEV-ENTH RUN.
DAMN IT!
HEY, INFIELD, LET'S HEAR IT!
TWO OUTS!

THEY STILL HAVEN'T HIT THE SCREW-BALL
IT'S COM-ING HERE
HE'S BAT-TING RIGHT
caption Bring it!
BATTING THIRD, THIRD BASEMAN, IZUMI-KUN.
WHY DOES IT HAVE TO BE HIM UP NEXT?!
SQUEEZE
I'LL HIT IT FOR SURE
Nishiura
JERSEY #8
IF THEY DO...
BUT...
sfx stand
IS HE CALL-ING TIME ME? OUT?
LIKE
tap
tap
thic?
Mmm?
FLICK

IS IT...?!
OR
AN INTENTIONAL WALK?!
Shuna

THE THIRD BATTER'S HITTING WELL TODAY.
ON TOP OF THAT, HE'S HAD A HAND IN THREE OF THEIR RUNS.
THAT'S FINE, RIGHT?
glance
nod

COMPARED TO HIM, THE CLEANUP ONLY HAS ONE SAC FLY AND NO HITS.
WE'LL CHALLENGE THE CLEANUP BATTER!
...
SFX: WHAP
NO
Deception Bell!
I'M LESS OF A THREAT THAN IZUMI.
Ruiji
IT'S NOT JUST TAJIMA.
I HAVE TO COMPETE WITH EVERYONE

I DON'T WANT TO LOSE TO ANYONE HERE.
I THINK IN TERMS OF WINNING AND LOSING RIGHT AWAY.
IN OTHER WORDS,
BUT IT'S ACTUALLY BETTER TO HAVE SOMEONE TO COMPETE WITH.
THINK ABOUT IT...
A TEAM WITHOUT COMPETITION AMONGST ITS PLAYERS IS NO GOOD.
Smack
BALL!

caption: Runner! Don't go out that far!

WHO'S TAJIMA COMPETING WITH ...?
IF I THINK ABOUT IT TOO MUCH, I'LL SLACK OFF.
Snap
AND I'M ALWAYS GOING, "TAJIMA THIS, TAJIMA THAT."
BUT THEN...

WITH...
WHOM?

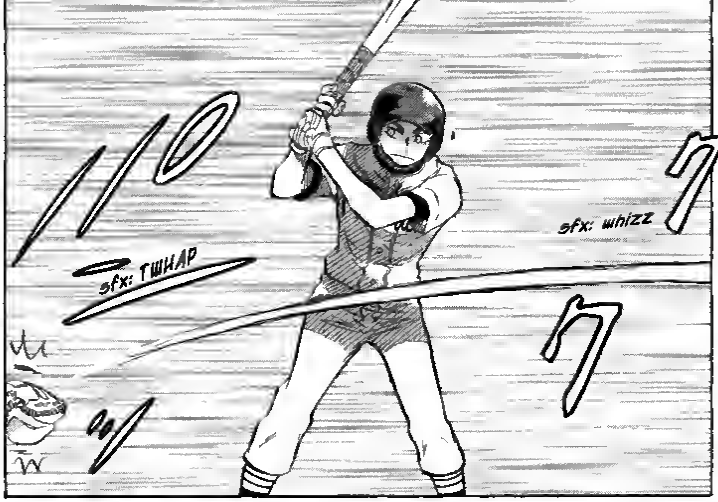
...OH, MY...
TWO OUTS, MEN ON FIRST AND THIRD BASE...
pat
pat

BALL FOUR!
Nishiura

BATTING FOURTH, CENTER FIELDER, HANAI-KUN
THIS IS GREAT, ISN'T IT?!
grab
JER-SEY #9
Nishiura

BRING THAT RUNNER HOME!
HEY, CLEAN-UP!
Cap-tain! We're count-ing on you!
It's good in the bag!
Get a one!
WATCH CARE-FULLY
ALL RIGHT
THIRD RUNNER!
stare
THIS TIME, WE CAN SCORE!
Two outs!
HIT IT!
stare
HANAI-KUN,

IT'S A TOTAL SHUT-OUT
WE'VE GOT SIX RUNS FROM THE OTHERS, BUT THEY STILL WANT MORE
PRETTY GREEDY.
THEY'RE ALL STARING, HUH...
ER...
OH
BUT I
TRUST THEM!
SQUEEZE
LOOK CAREFULLY AT THIS FIRST PITCH!
HE'LL PROBABLY THROW A SCREWBALL FOR ME, TOO.
CONSIDERING THE PITCHES WE'VE SEEN SO FAR,
Whiff


sfx: TWHAP
sfx: whizz

HE'S NOT GONNA GO FOR IT?
nice pitch!
HE DIDN'T FLINCH.
SWOOSH

STRR
IIKE!
IS IT THAT DIFFERENT FROM MOMO-KAN'S?
I CAN REACH IT, THEN?

NEXT ONE'S PROBABLY A SCREWBALL, TOO.
GOTTA AIM CAREFULLY AND HIT IT!

straighten
I CAN HOLD HIM OFF

THE CLEAN-UP'S NOT HITTING AT ALL, TODAY.
Come on!
nod
Bring it on!
EVERYONE HAS THEIR OFF DAYS, HUH?

IF I MANAGE TO DO THAT,

THEIR LOWER BATTERS WILL BE UP NEXT INNING
I HAVE TO PULL THROUGH SOMEHOW,
lift

AND GO UNTIL THE NINTH INNING!
SFX: SWHOOSH
崎玉
SFX: SMACK

clench
crack

Aaaah
GO!
IT'S GOING OVER.

BOUNCE
KYAA!

IZUMI, KEEP GOING!
YOU'LL MAKE IT!
SEVENTH RUN!
STEP

GOT IT!
RELAY TO HOME!
DASH
sfx: flip
sfx: whirl, turn, skid

SFX: whoosh
SFX: slide, whish, tap
SFX: thump

Aaah...
What a waste.
OUT!
NO NEED TO SIGH.
clap
ception Yes!
I FORGOT ABOUT THE CATHER'S THROWING ARM.
LET'S FINISH THEM!
WE'VE GOT EIGHT RUNS.
AAH.

NICE HIT!
ERK!
THERE ARE GOOD TIMES AND BAD TIMES TO START RUNNING.
BUT THINK ABOUT THE SCORE!
TAP
HUH?
MY THOU-GHTS!
YE-
YEAH
?
STEP
LET'S FINISH IT NEXT TIME!
YOU BROUGHT IN TWO RUNS!
badump

YEAH!
tap
Echo
TWO RUNS!
caption: two runs, two runs
?
WELL-
RIGHT!
AH-
OH
sfx dash
I'M GOING!
BUT THINK OF THE SCORE!
NICE HIT!
sfx BAM
YOUR DECISION ON WHETHER TO RUN OR NOT WAS OFF.

WILL ALWAYS BE VERY CONSCIOUS OF TAJIMA-KUN.
FROM HERE ON, HANAI-KUN
IT SEEMS THAT...
HE CHEER-ED UP A BIT?
I'LL HELP YOU OUT, SO...
DO YOU BEST!
COACH!
IS THERE ANY ICE, SUGI?
YOU MEAN FOR ICING?
THERE'S A BRACE.
THE BRACE IS LUKE-WARM
PUT IT IN AN ICE BAG.
Sachak

YEAH, GIVE ME ANOTHER ONE
twist
IS JUST ONE OKAY?
OR ONE MORE?
Sigh
SO COOOLD.
Crunch Crunch
DAI-CHI!
AH.
ARE YOU STILL WEARING THE PRO-TECTOR?
YEAH.
.. THIS.
Shiver
Shiver
THIS ISN'T...
I....
NEXT!
THANK YOU!
I'LL TAKE THE LOWER ONES OFF FOR YOU.
GEEZ!
YES!
COM-ING!
I can't believe dad!
Crash
Clash

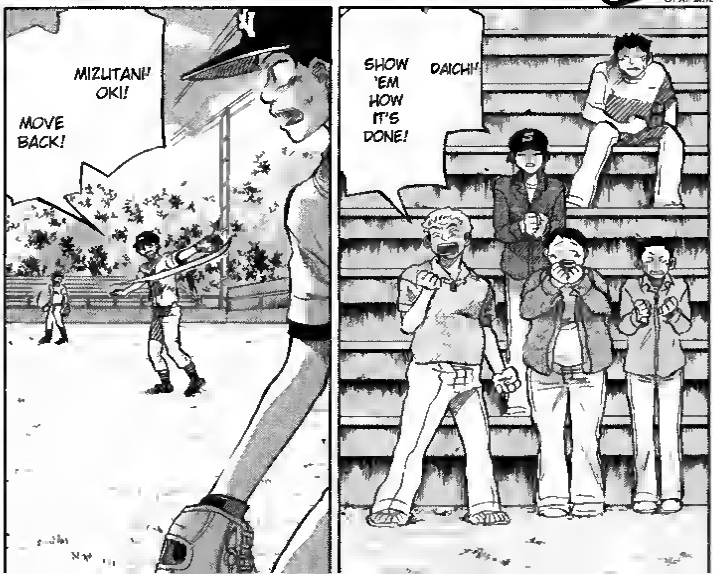
SEVENTH INNING!
TOP OF THE SEVENTH INNING, SAKATAMA AT BAT.
しまいこおおお
BATTING FOURTH, SHORT-STOP, OYAMA-KUN.
EIGHT RUN DIFFER-ENCE.
IF I DON'T GET ON BASE,
MAYBE THEY'LL LET DAICHI HAVE A CHANCE

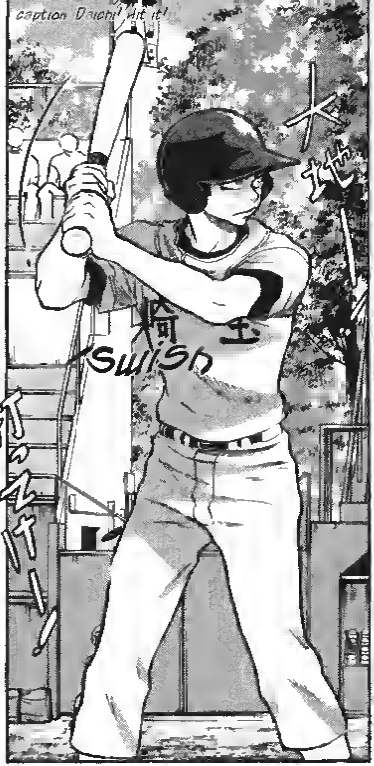
SFX: SQUEEZE
BUT EVEN IF DAICHI HOMERS, IT'LL ONLY BE ONE POINT.
AND THE GAME ENDS IN THE SEVENTH INNING ANYWAY...
I CAN'T DO SOME-THING LIKE...
PURPOSELY NOT TRY.
SFX: WHOOSH
THIS IS...
BECAUSE...

MY LAST AT-BAT!
sfx: whap
sfx: clink

turn
One out!
shake
shake
shake
Nice one!
step
step
step
step
DAICHI! GET A HIT!
!

THE CATCHER'S CROUCHING!
READY!
2
SFX: whoosh

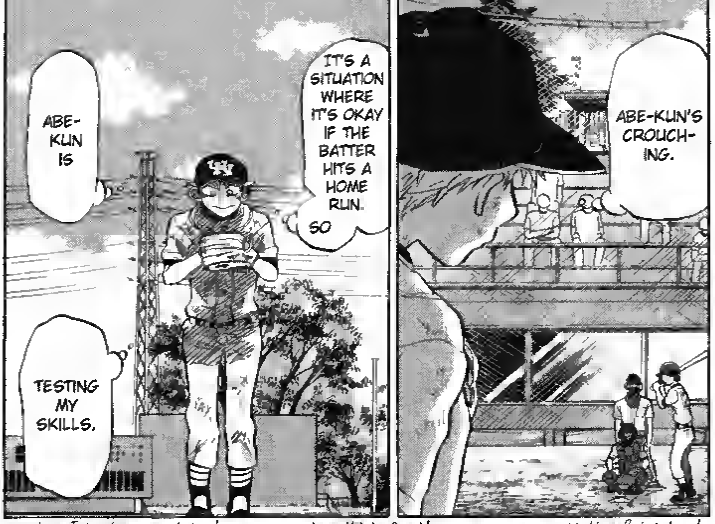

MIZUTANI! OK!
MOVE BACK!
SHOW 'EM HOW IT'S DONE!
DAICHI!


caption Don't hit it!
埼玉
swish
打つんけ!

SO HE WANTED TO TRY IT OUT ONCE, EH?
NOW HE'S CHAL-LENGING HIM?

ABE'S SURE GOT SOME NERVE....
HIT TO FIRST!
wouldn't be able to do it

IT'S IMPORTANT THAT WE FACE THIS GUY SERIOUSLY.
NOW'S A GOOD TIME.
caption Don't let the good pitches go!



caption: Take it easy, pitcher!

caption: Hit to first!

caption: Bring it on!

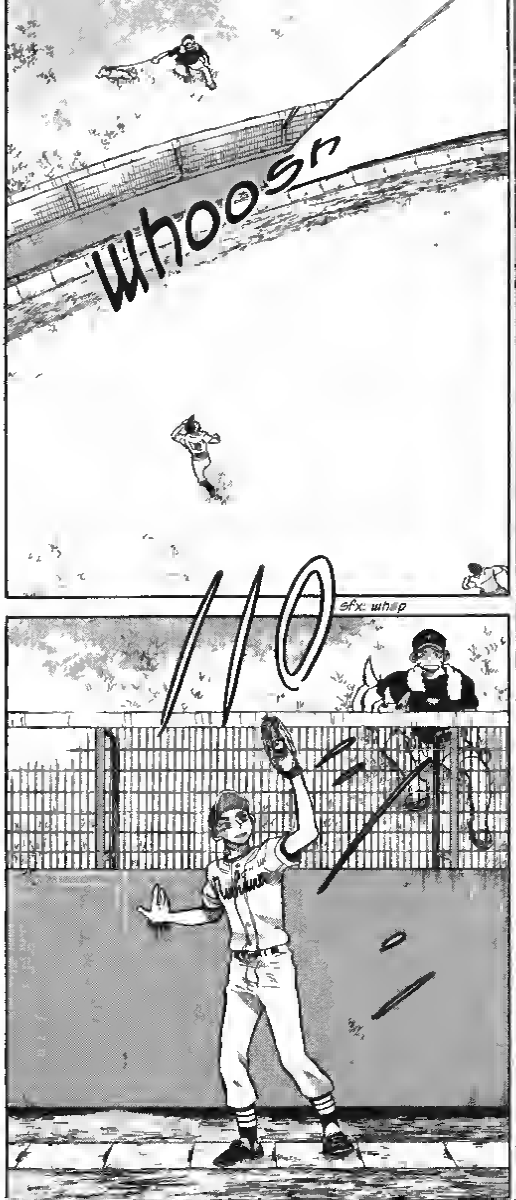
PITCH WITH EVERYTHING YOU'VE GOT!
tap
tap
THROW A FAST ONE.
DOESN'T MATTER IF IT'S A BALL.

SO IT'S ONLY NATURAL!
HE'S TESTING MY SKILL,
nod
MATCH-UP A REAL

I'LL THROW MY BEST!

grip
I'M NOT TIRED AT ALL YET.

sfx: whoosh
sfx: swish
Kuro


Whoosh
110
sfx: whip
Yankees
Zoom

...
So close!
S...
OUT!
崎玉
caption Ryo-san! Go! Let's go from here!
ラーーーン!!
出るー!!
ここからだー!!

STRIKE!
NISHIURA HIGH SCHOOL!
O TO B!
PHEW!

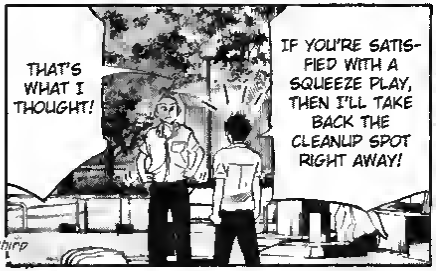
SFX: CHIRP CHIRP
CAPTION: GOOD GAME!
GAME!
...WELL, THEN
GOOD GAME
GOOD GAME
GOOD GAME
おつかれさまでした
IN THE END, WE GOT THE CALLED GAME, BUT
I'M SATISFIED THAT WE MADE IT ALL THE WAY TO THE THIRD ROUND.
SFX: BUZZ BUZZ

Sfx: Chirp chirp
THANKS, EVERYONE.
DAI-CHI,
WE CAME THIS FAR BECAUSE OF YOU.
SORRY IT ENDED BADLY FOR YOU
NEXT YEAR, THESE GUYS
WILL MAKE SURE YOU DON'T GET WALKED AGAIN!
YES, SIR!
BUT TAI-SAN...
I WAS WALKED, BUT I...

sfx: chirp, chirp
IT WAS A SO-SO JOB AT CLEANUP.
I FELT SO DISAPPOINTED.
I REALLY THOUGHT I'D HIT A HOME RUN IN THE END.
sfx: buzz, buzz
IT MAKES ME WANT TO WORK HARDER AT PLAYING BASEBALL!

EH?
OH, I SAID THAT AFTER THE SQUEEZE PLAY.
HE STILL REMEMBERS IT.

I WASN'T SATISFIED WITH IT.
....
chirp
chirp
pull
pull


IF YOU'RE SATISFIED WITH A SQUEEZE PLAY, THEN I'LL TAKE BACK THE CLEANUP SPOT RIGHT AWAY!
THAT'S WHAT I THOUGHT!
chirp

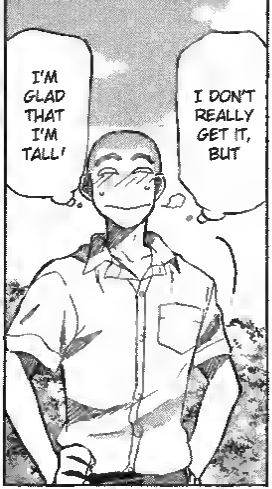
chirp
WELL, BEING INJURED IS MOST BORING.
IT'S OKAY, I GUESS, SINCE I HIT TAKASE'S SINKER,
sfx: buzz. buzz

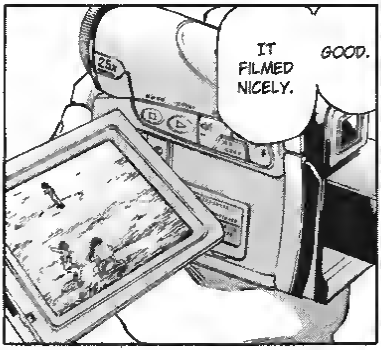
ISN'T IT BETTER FOR YOU IF YOU DO?
...
...?

NO, STUPID, THAT'S WAY BORING!

WELL, DUH! I'M SHORT.
HUH ?!
fwip
....
BUT IT STILL SUCKS!
shake
shake
I HATE TALL GUYS!
caption Hahaha!
カカカ
DOESN'T MATTER IF I DO!
BUT YOU'LL GROW LATER...
I WANT!
ガ
OOH!
WE BROUGHT POP-SICLES!
SHA dash

We'd like some tosei!
Which one do you want?
Button your shirt!


I'M GLAD THAT I'M TALL!
I DON'T REALLY GET IT, BUT


IT FILMED NICELY.
GOOD.

WE'VE GOT TODAY, THE TOSEI GAME,
AND THE FOURTH ROUND LATER.

THAT'S PLENTY OF DATA.
IF WE PLAY THEM IN THE FIFTH ROUND, WE'LL BE PREPARED.
THAT'S WHAT KAZUKI THOUGHT, TOO.

THE WAY TO BRING THESE GUYS DOWN IS TO
They're not going to run out. Go concentrate already!
CRUSH THE CATCHER!
glance
glance
上腕前面のストレッチ
caption: Can I get a God one?

WHEN HE WAS LITTLE, DAICHI...

Wah!

Third oldest brother

... WAS ALREADY QUITE STRONG.

Swing!

CRASH

Bah!

HE WAS SO STRONG, THAT FOR HIS SAKE AND FOR THE SAKE OF KIDS AROUND HIM,

Yoshino

Yoshino

Yoshino

Yoshino

Yoshino

Yoshino

Hand me-downs

THEY PUT HIM IN THE LITTLE LEAGUE BASEBALL TEAM.

BUT HIS JUNIOR HIGH DIDN'T HAVE A BASE-BALL TEAM.

THEN I'LL

JOIN THE GARDENING CLUB AND GROW FRUIT

TO GIVE TO MOM.

Coz she says they're expen-sive

5-Alive Mag 170 cm

AND HE BECAME A KID WHO LOVED TO PLAY BASEBALL.

DAICHI BECAME THE LEADER OF HIS TEAM,

Sibling fights

BUT HE WAS TOO ENER-GETIC

Third oldest brother

アフタヌーンKC 講談社
AND THEN DAICHI BECAME A BOY WHO LOVED TO PLAY SOCCER.
Third oldest brother
SO HE JOINED THE SOCCER TEAM
SO HE WENT BACK TO BASEBALL.
being a catcher!
It's my first time
BUT THEN THE HIGH SCHOOL HE ENTERED DIDN'T HAVE A SOCCER CLUB.
Tai-chan!
Tai-chan!
BY THE WAY "TAI-SAN" IS A NICK-NAME DERIVED FROM THE WORDS KIDS LEARN IN ELEMENT-ARY SCHOOL "OYAMA NO TAISHOU" (KING OF THE MOUNTAIN) HE KEPT IT ALL THROUGH HIGH SCHOOL.
Good job, everyone!
Tai-san!
LET'S HOPE WE SEE DAICHI AND EVERY-ONE IN THE FUTURE!
AND IT'S 40 MINUTES AWAY FROM NISHIURA BY BIKE
SAKITAMA HIGH IS A PREFECTURAL AGRICULTURE SCHOOL